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Post, Jr. et al.

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(54) **MEDIA CONTENT PRESENTATION**

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See application file for complete search history.

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G09G 5/00 (2006.01)
H04N 7/00 (2011.01)
H04N 7/01 (2006.01)
H04N 5/268 (2006.01)
H04N 7/08 (2006.01)
H04N 5/60 (2006.01)

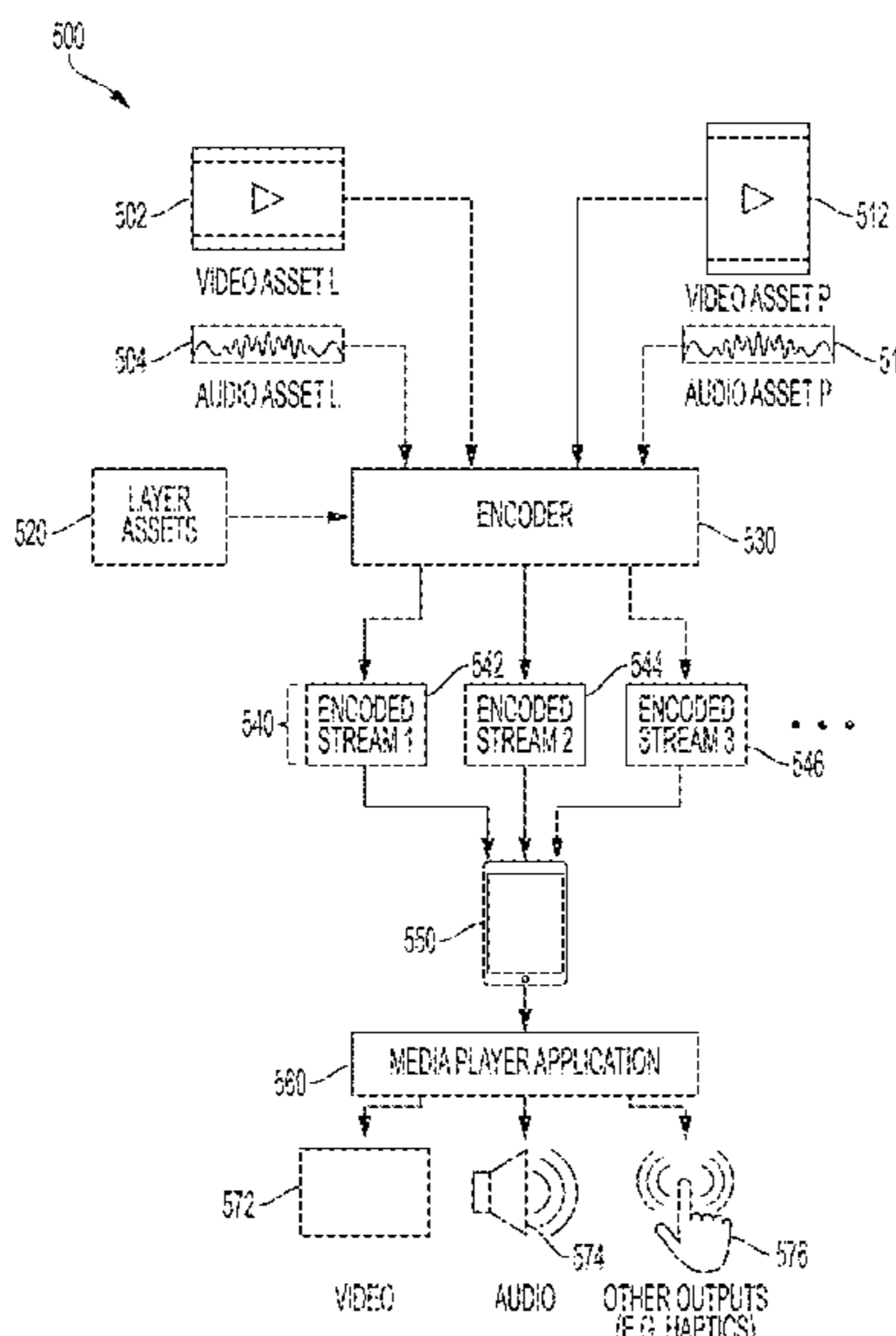
(57) **ABSTRACT**

A method of presenting media content is disclosed. A plurality of assets is received at a mobile device comprising a display and an orientation sensor. The plurality of assets comprises a first video asset associated with a first aspect ratio, and a second video asset associated with a second aspect ratio, different from the first aspect ratio. A desired aspect ratio is determined based on an output of the orientation sensor. In accordance with a determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, the first video asset is selected. In accordance with a determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, the second video asset is selected. The selected video is presented at the desired aspect ratio via the display.

(52) **U.S. Cl.**
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(58) **Field of Classification Search**
CPC H04N 7/0122

33 Claims, 9 Drawing Sheets



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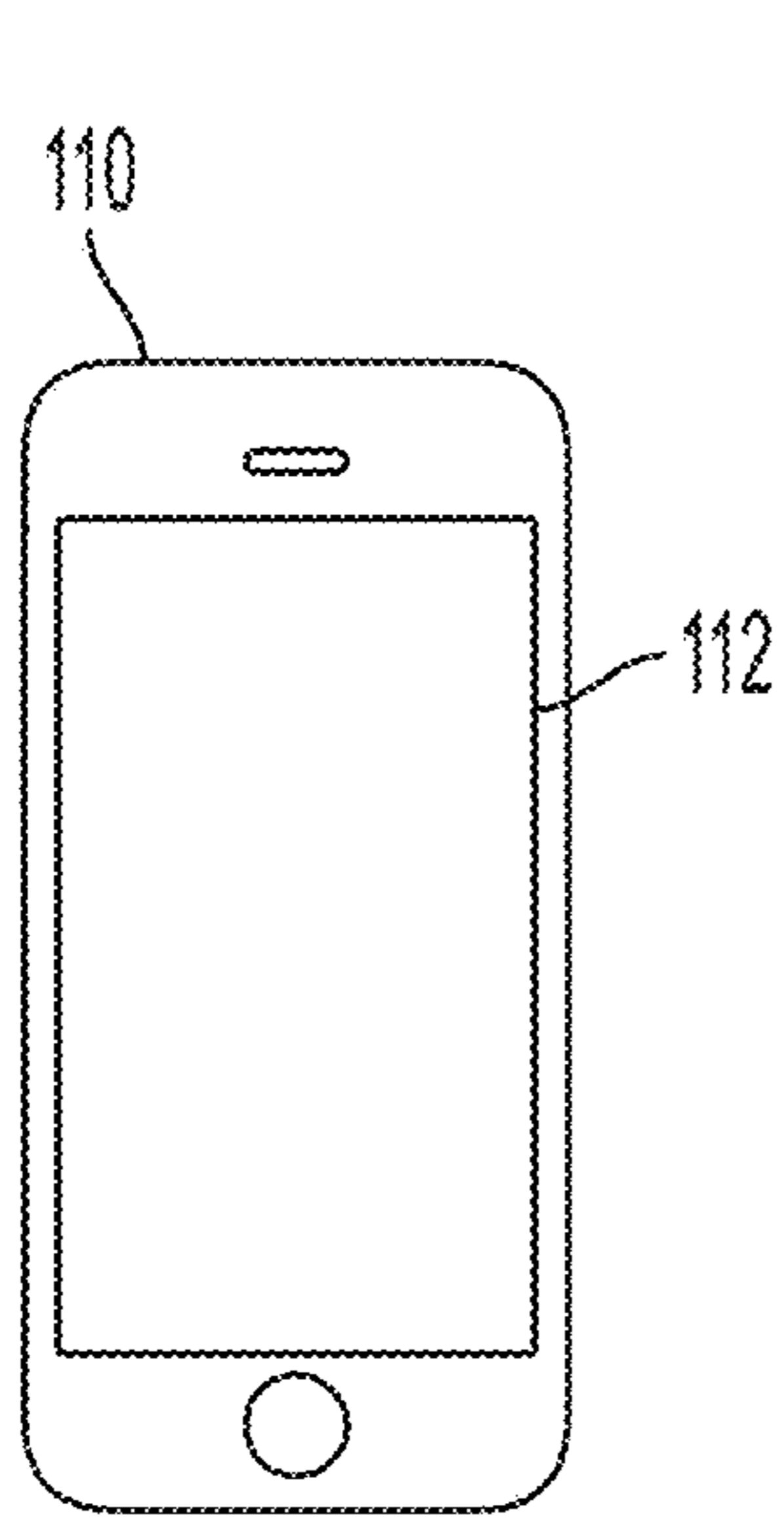


FIG. 1A

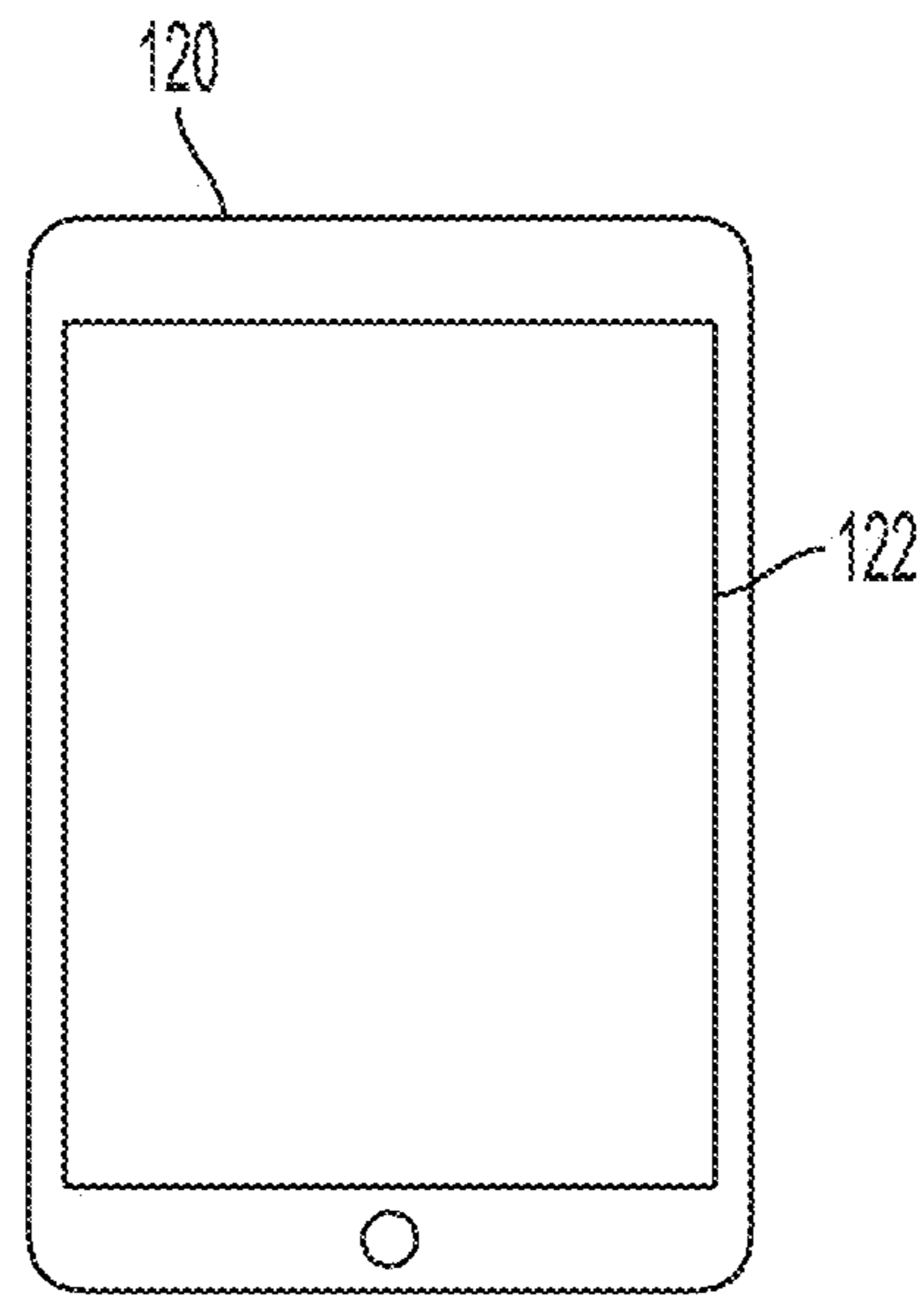


FIG. 1B

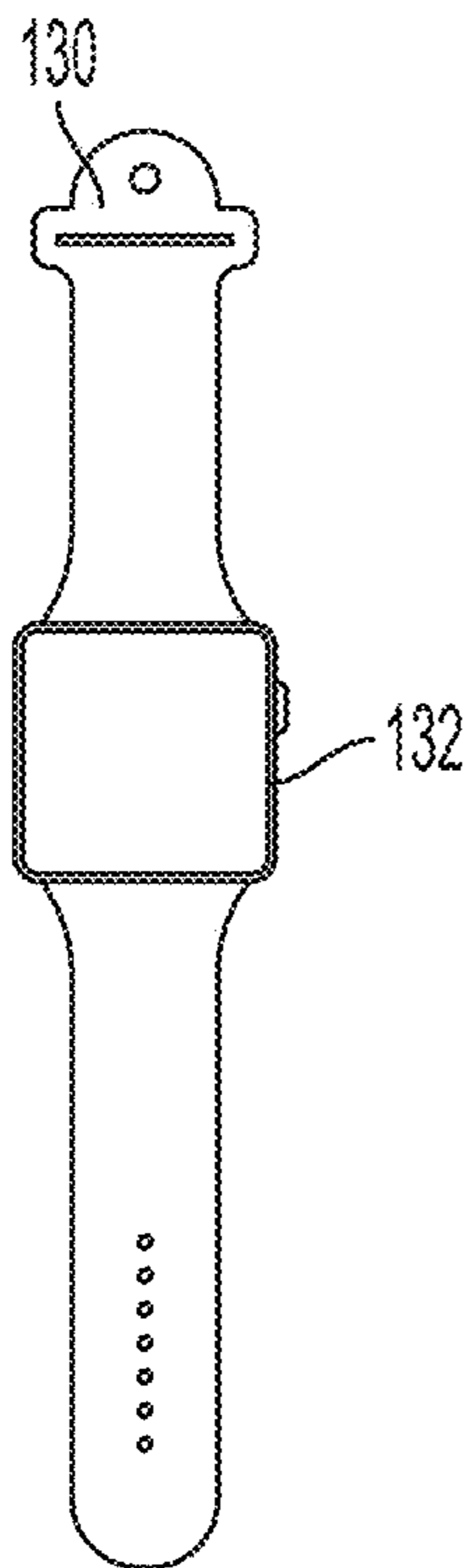


FIG. 1C

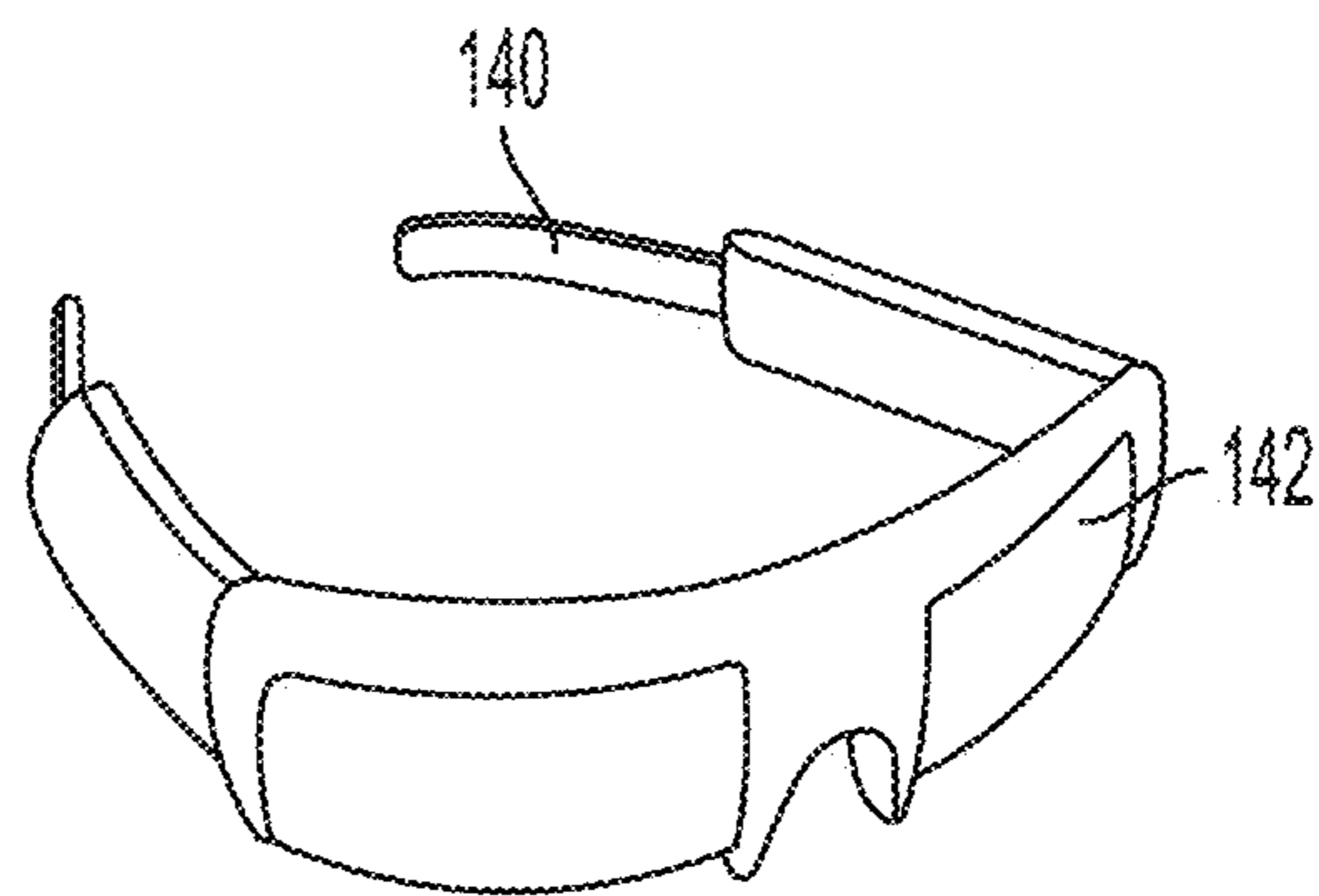


FIG. 1D

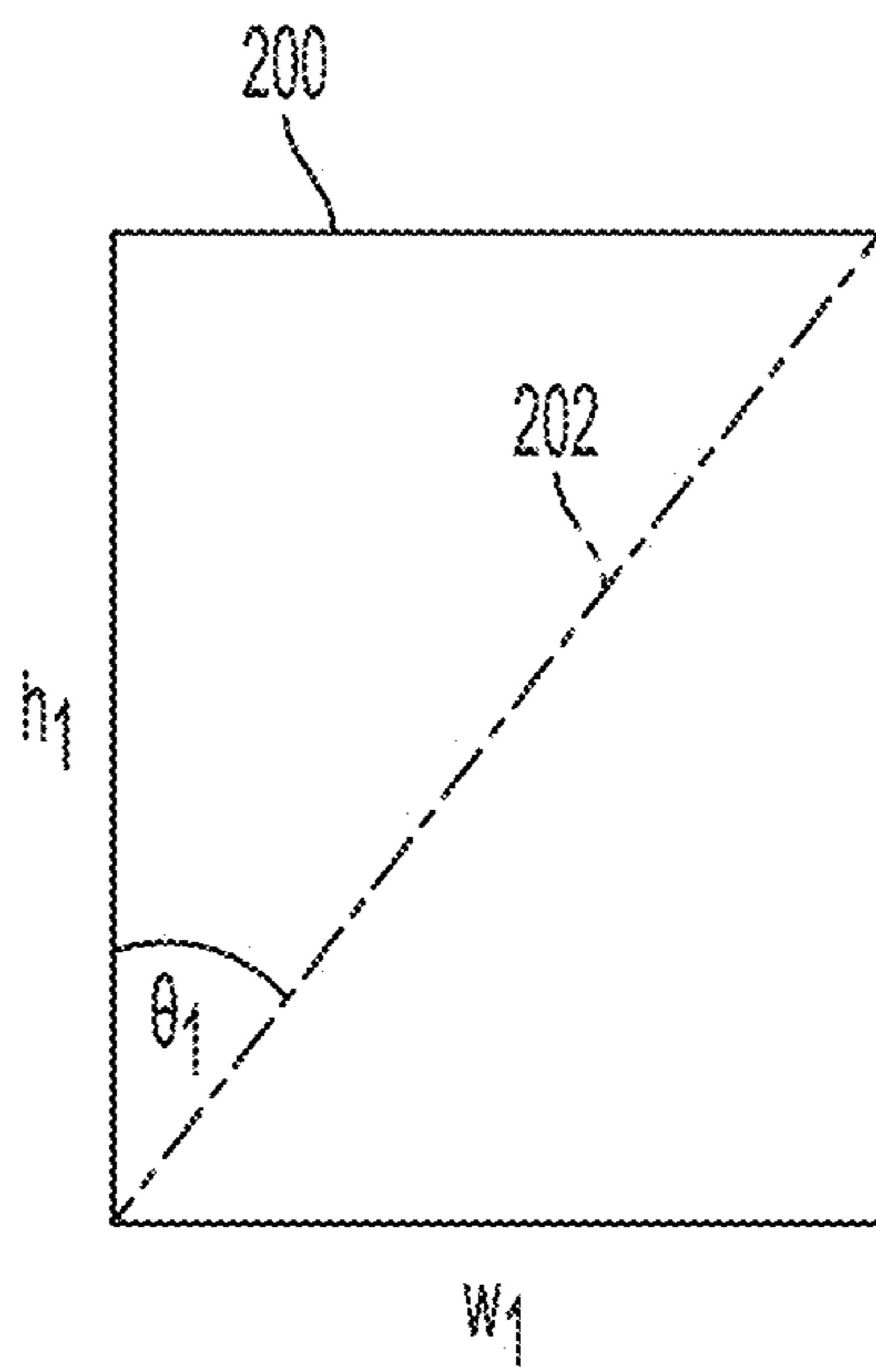


FIG. 2

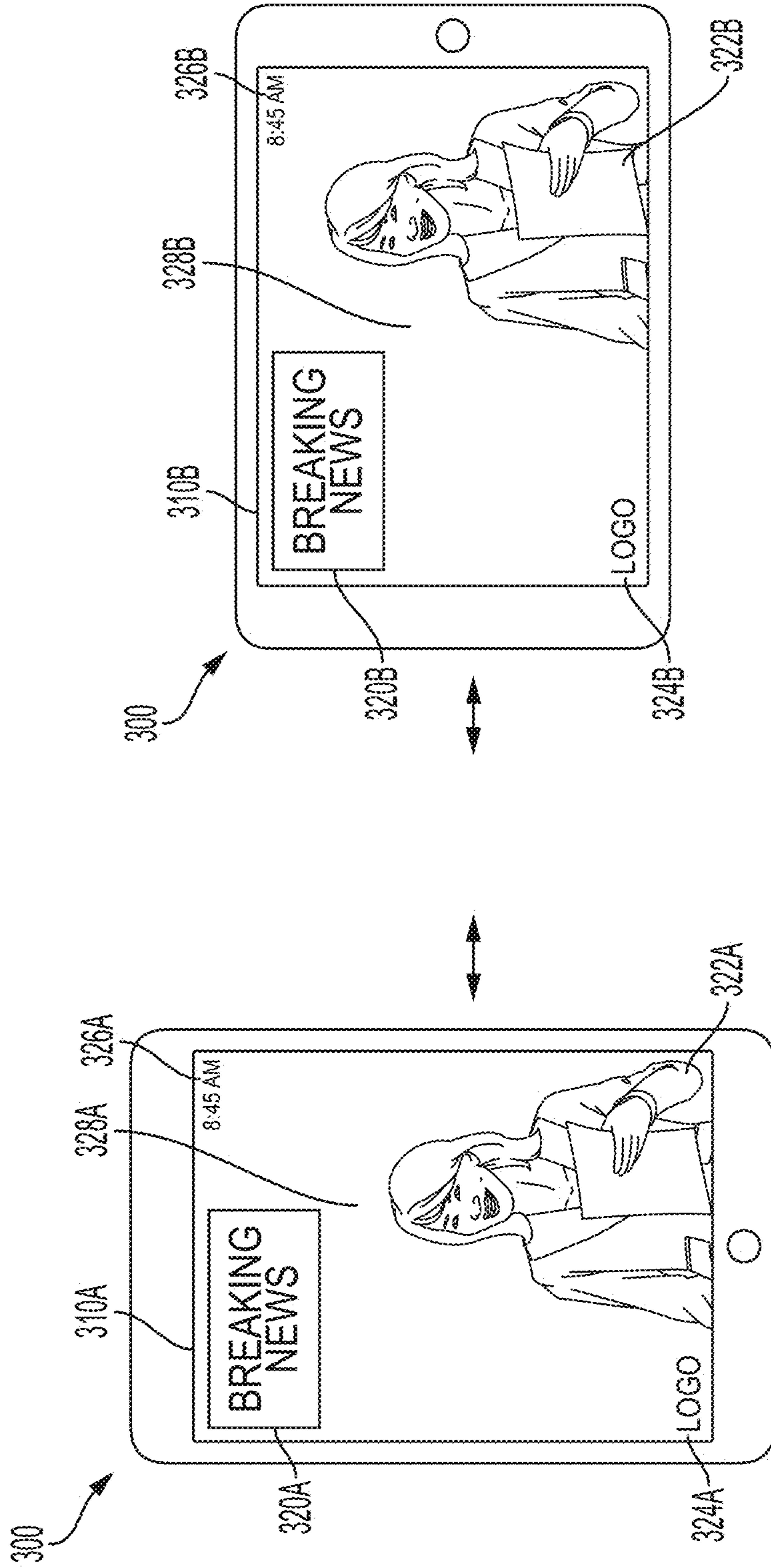


FIG. 3B

FIG. 3A

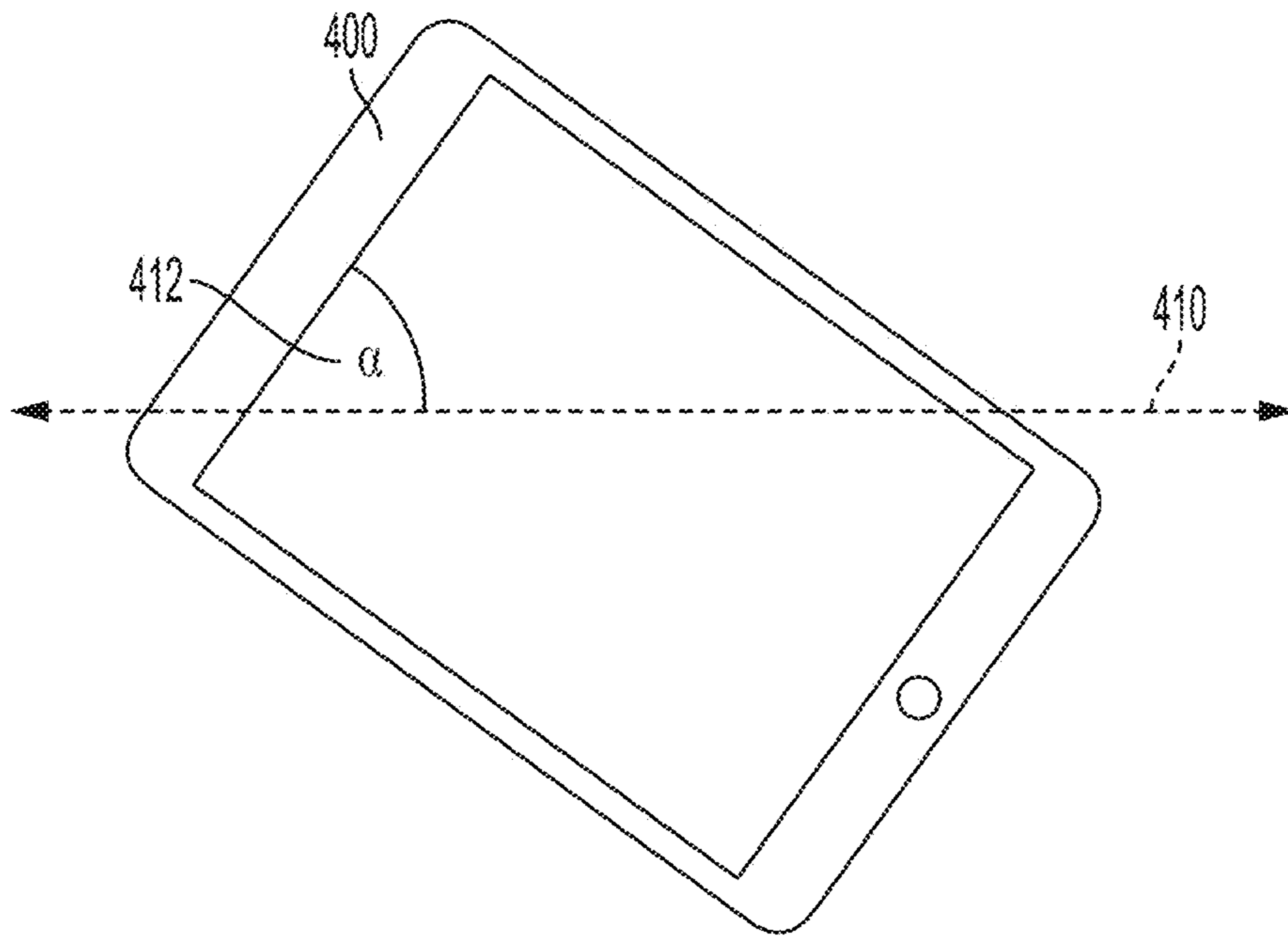


FIG. 4A

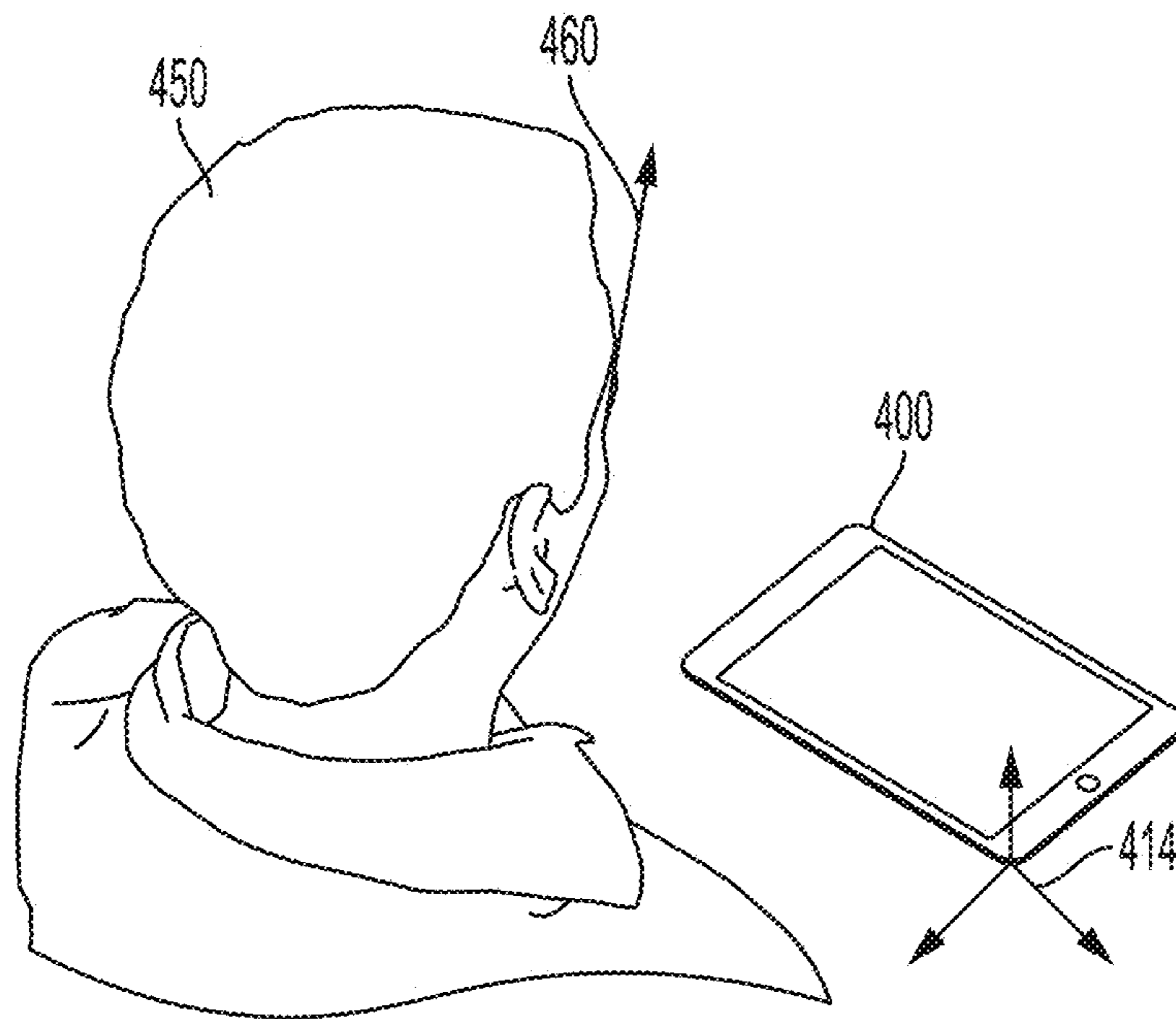


FIG. 4B

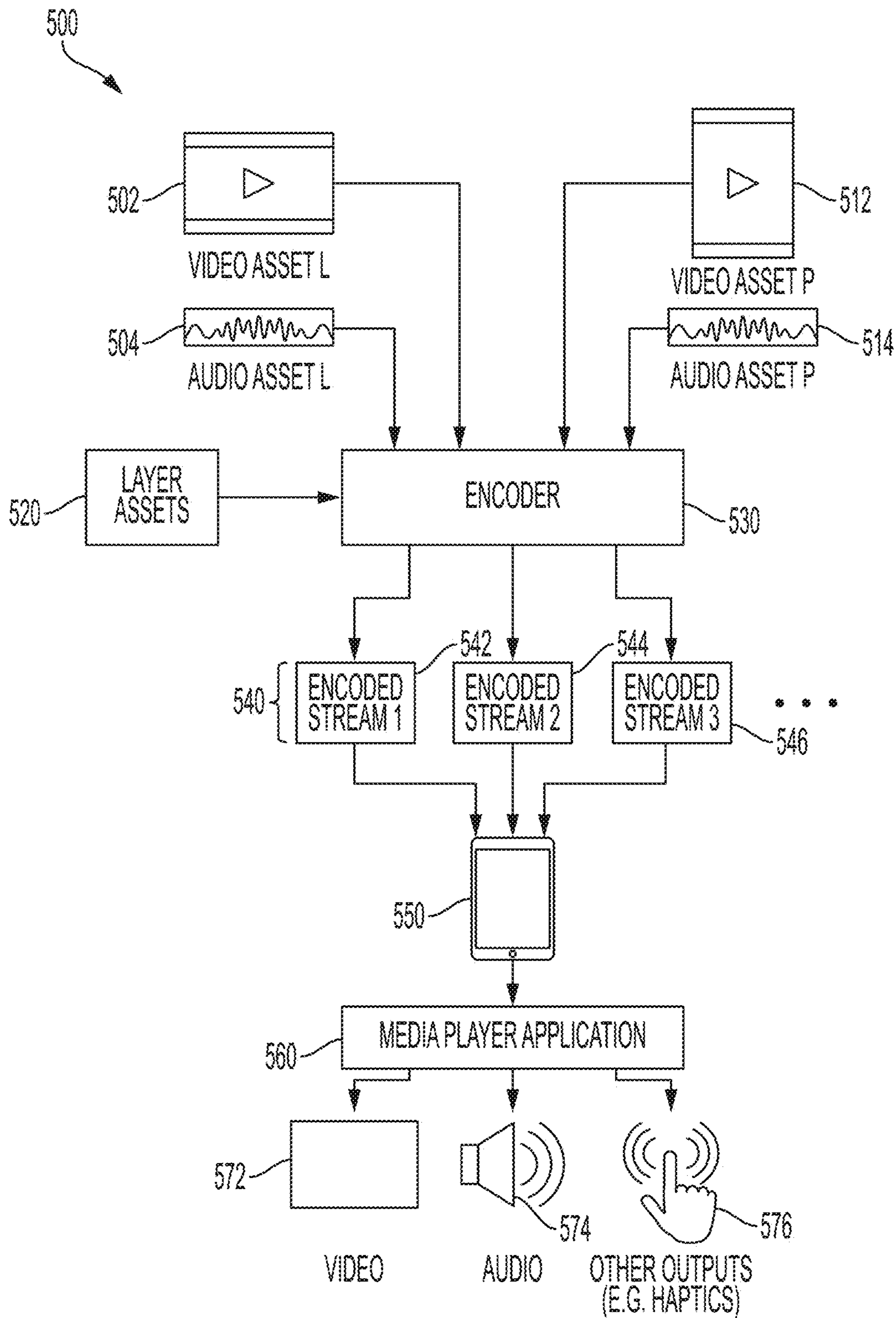


FIG. 5

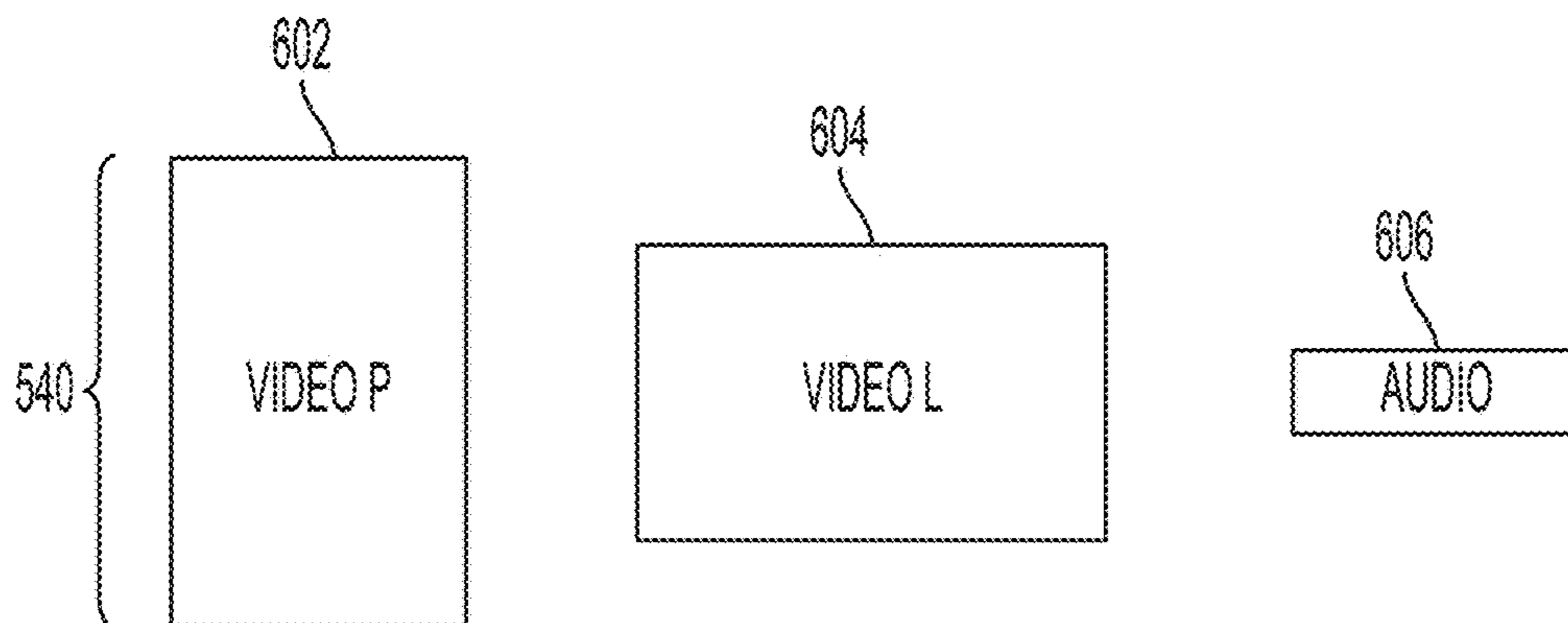


FIG. 6A

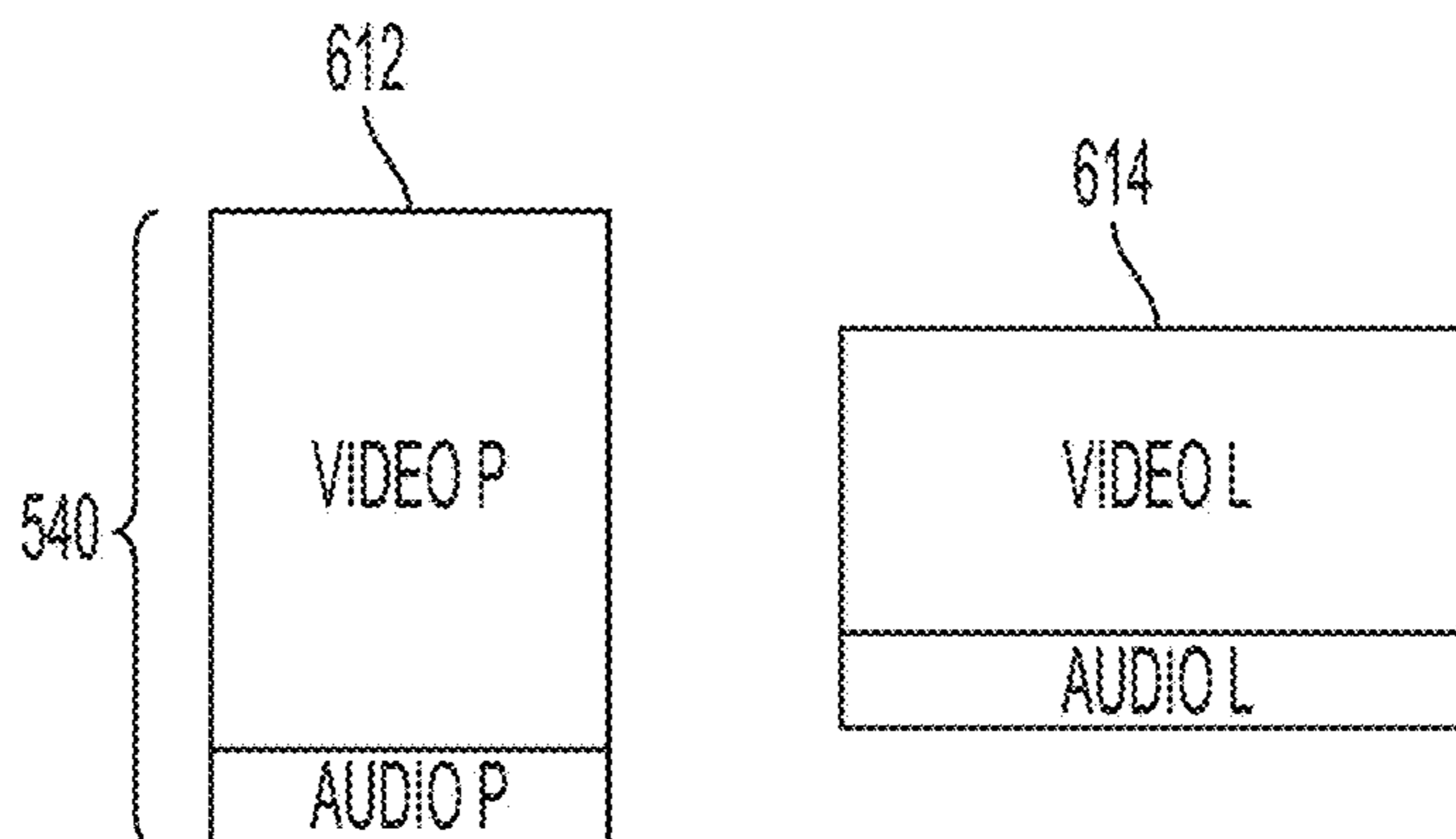


FIG. 6B

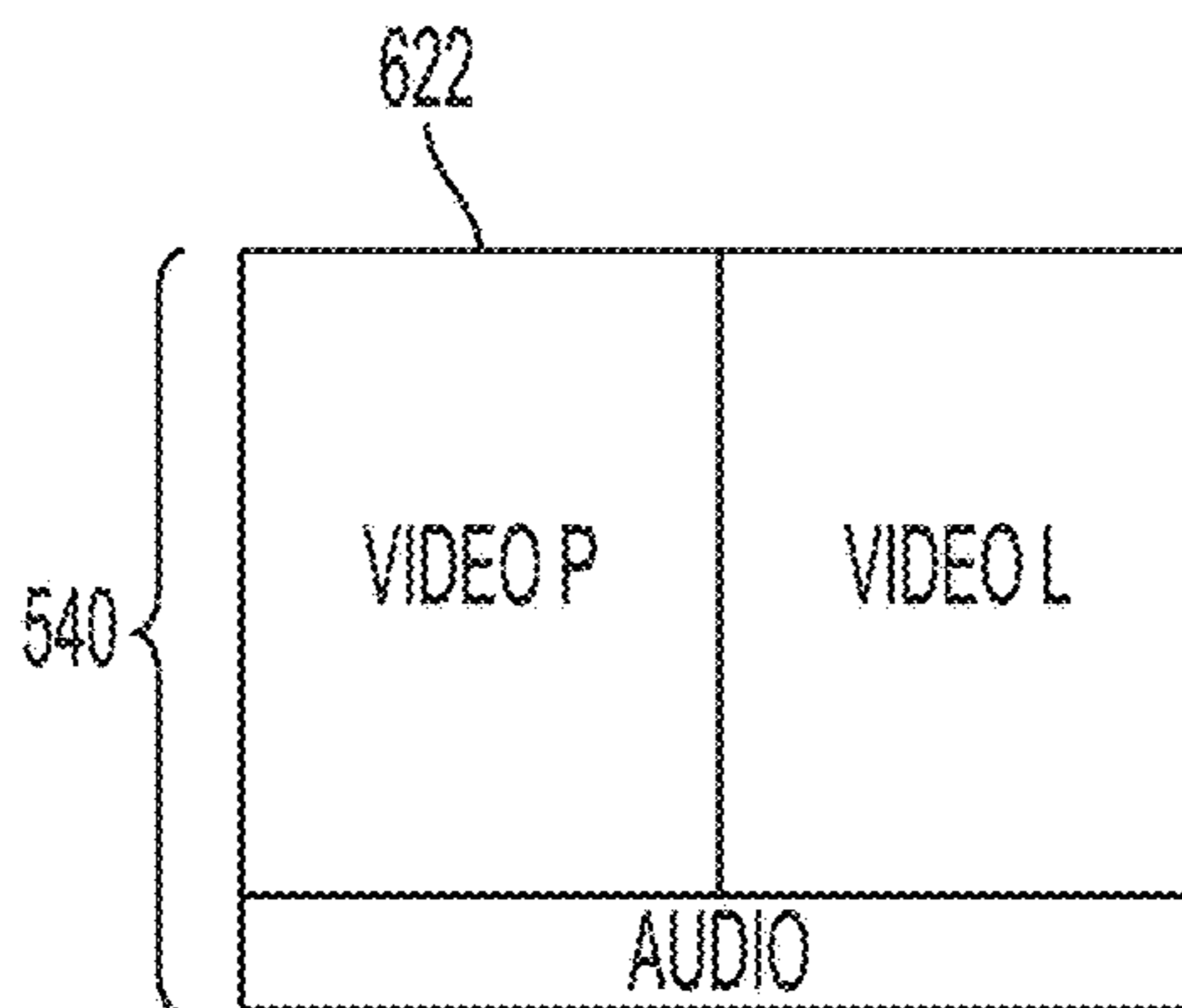


FIG. 6C

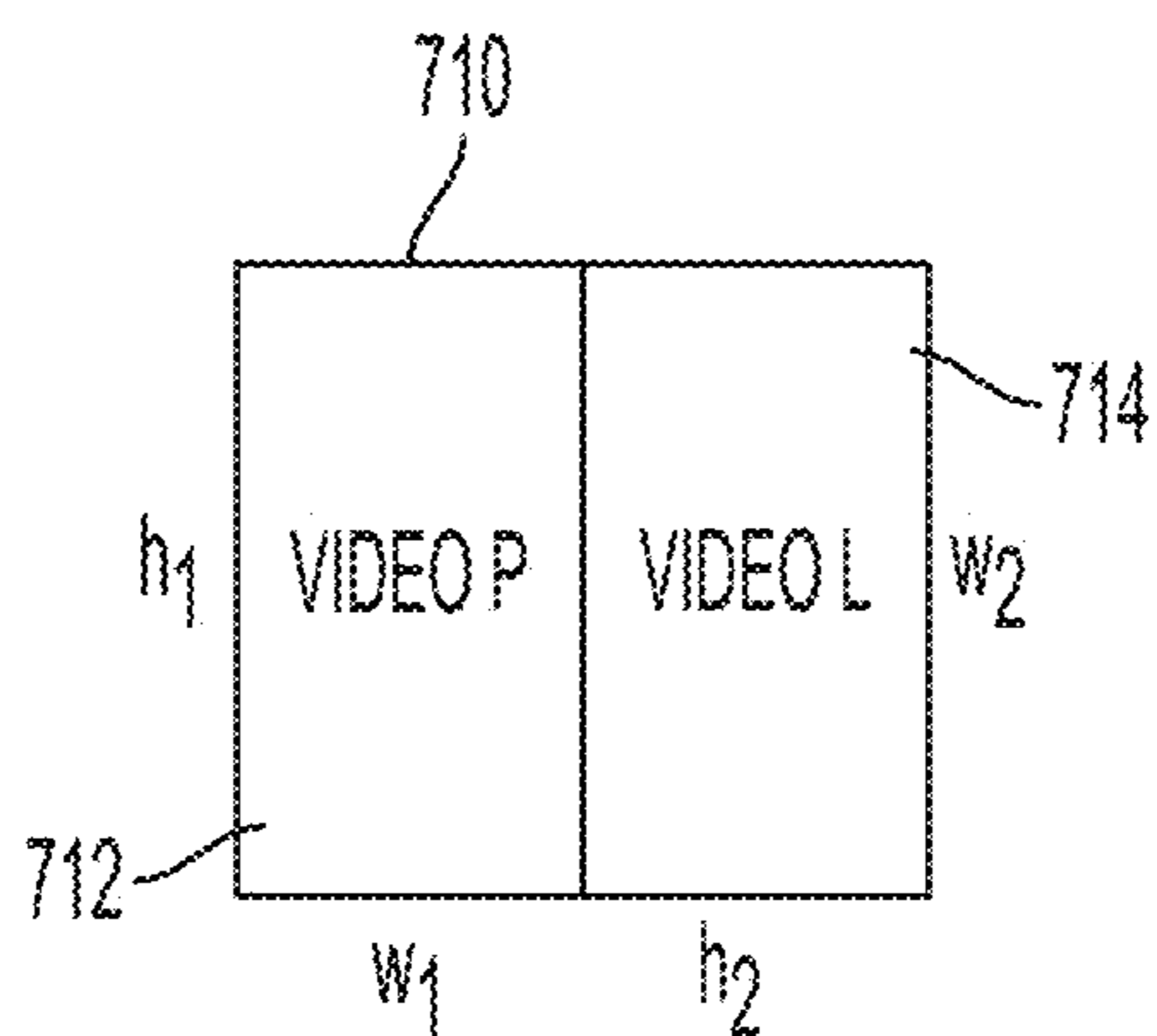


FIG. 7A

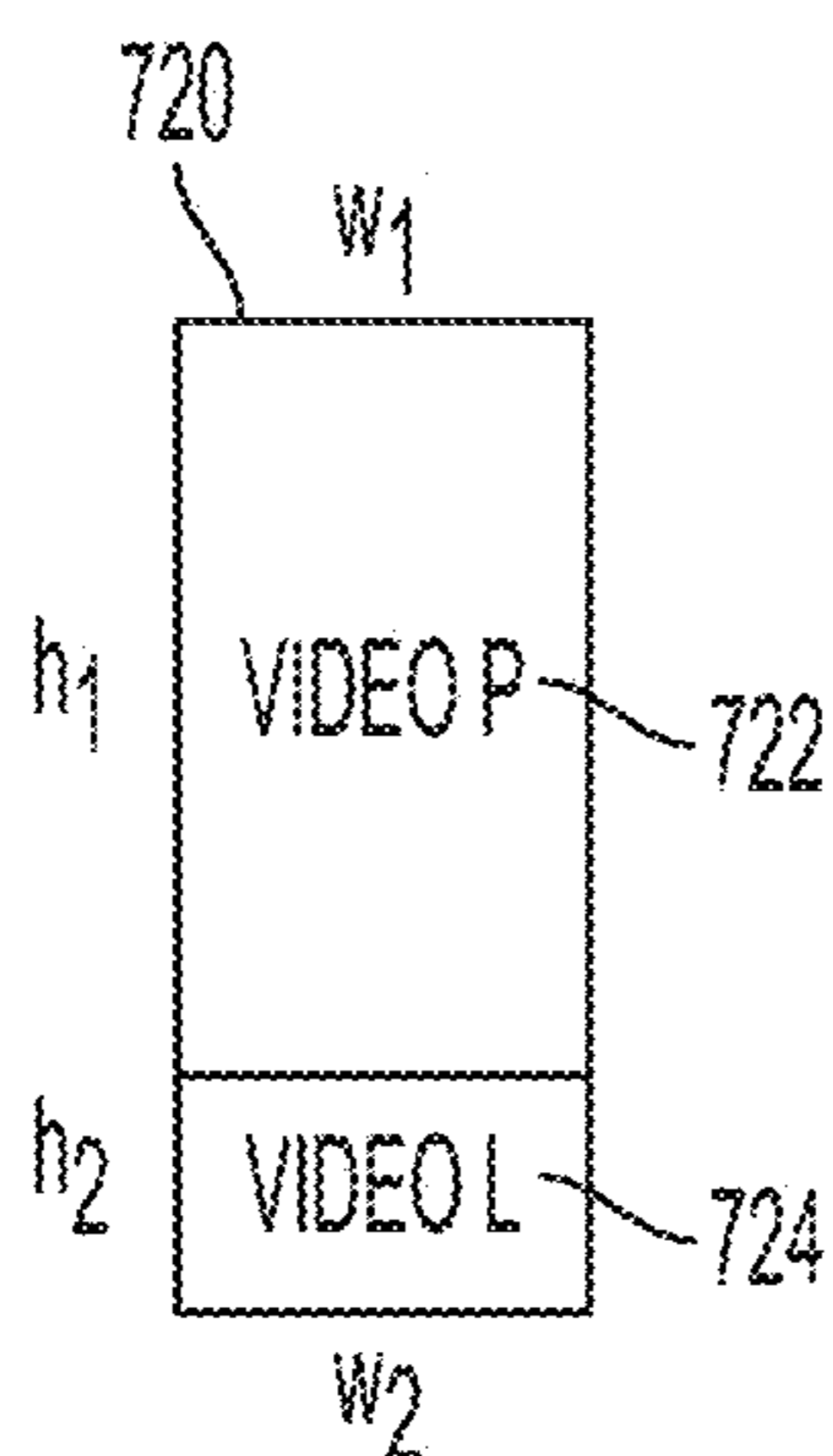


FIG. 7B

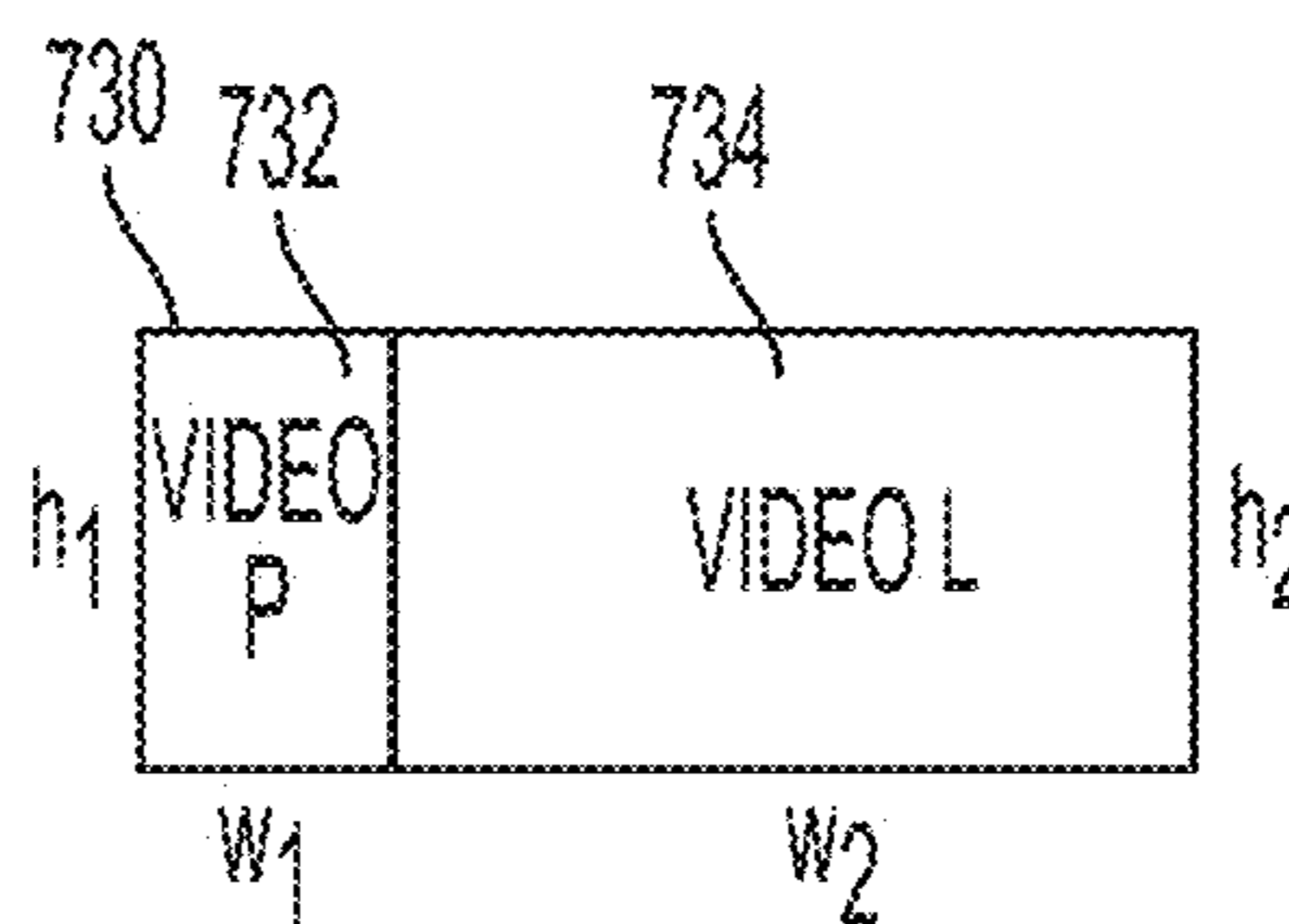


FIG. 7C

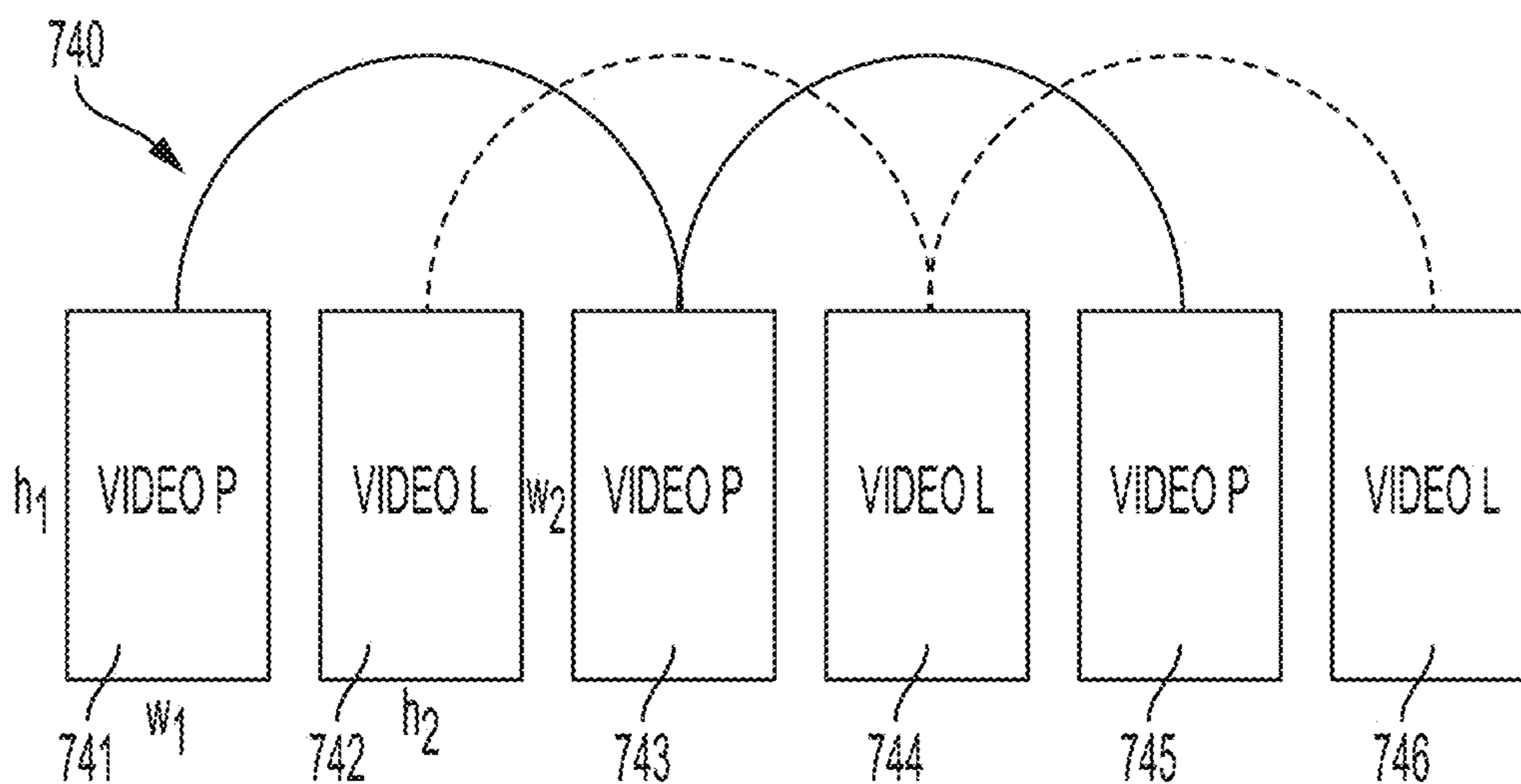


FIG. 7D

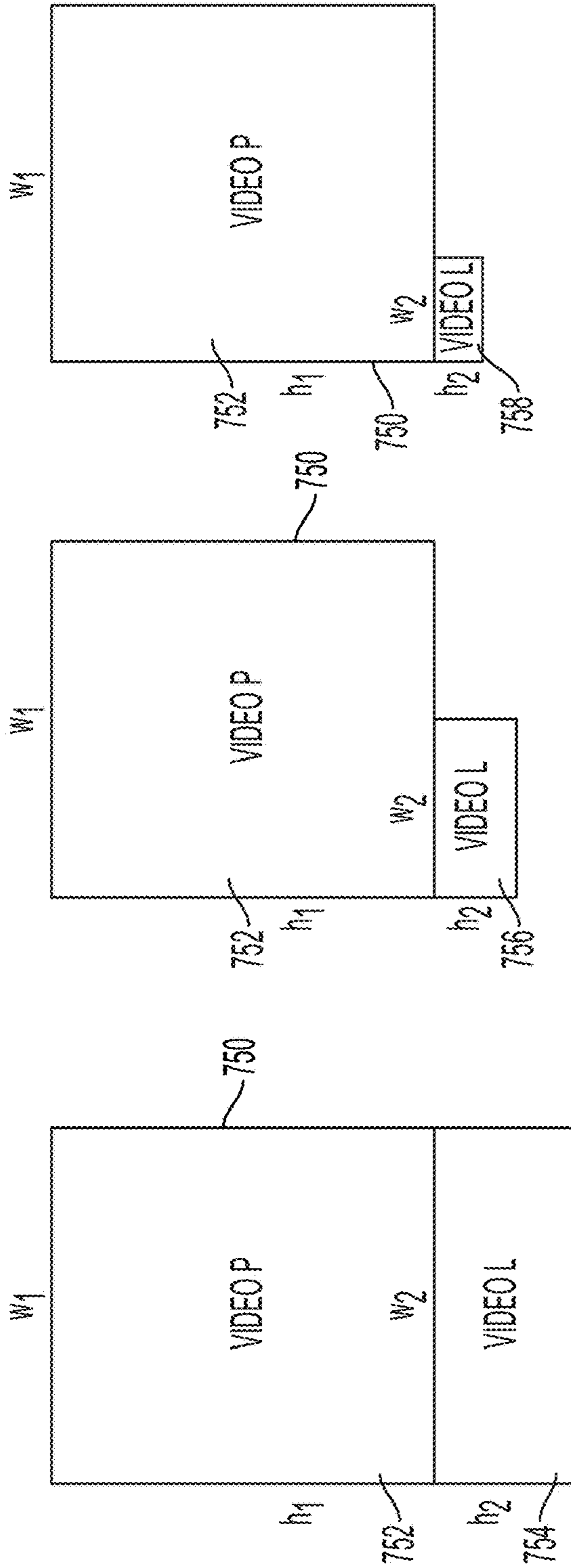


FIG. 7E

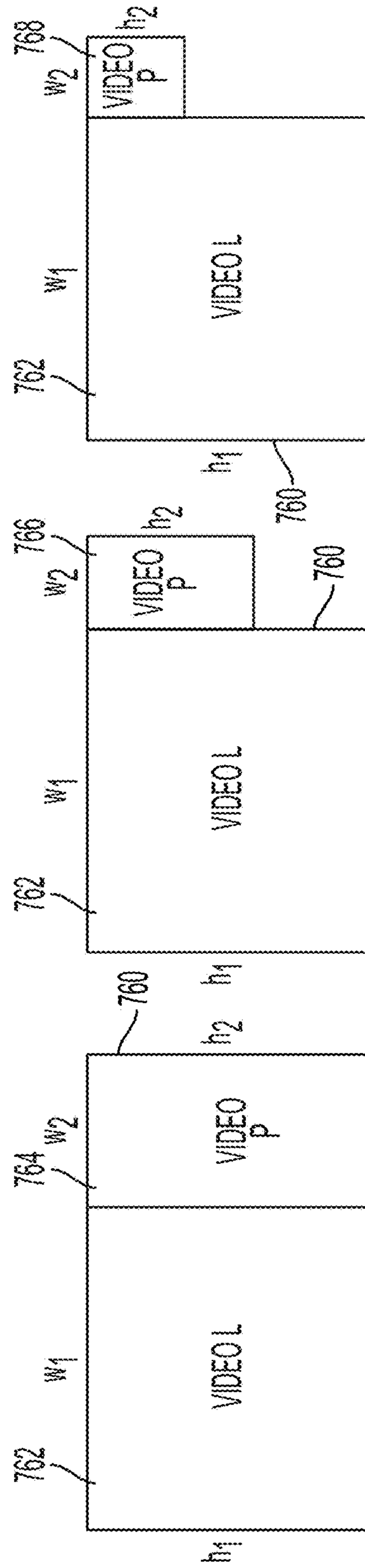


FIG. 7F

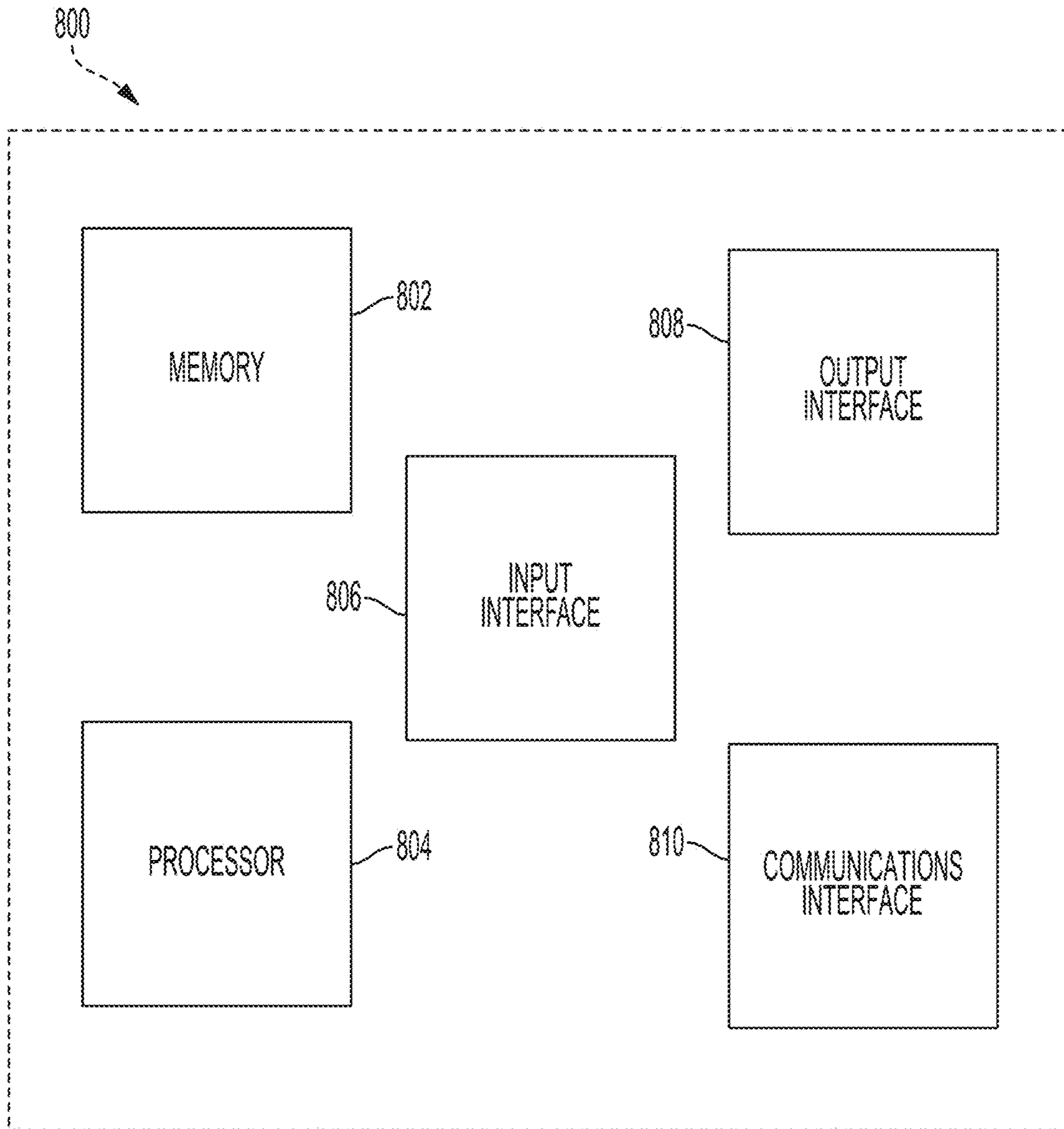


FIG. 8

1**MEDIA CONTENT PRESENTATION****CROSS-REFERENCE TO RELATED APPLICATIONS**

This application claims priority to U.S. Provisional Application Ser. No. 62/816,884, filed Mar. 11, 2019, which is hereby incorporated by reference in its entirety.

FIELD

Examples of the disclosure relate generally to systems and methods for presenting media content to a user of a computing device, and more specifically, to systems and methods for presenting media content including video to a user of a mobile computing device.

BACKGROUND

With the growth of video-capable mobile devices, such as smartphones, tablets, and wearable devices, users' media viewing habits have gradually shifted out of the living room, and into the outside world—into every corner and crevice where these devices can be used. Similarly, this shift has displaced the traditional television set—a bulky screen designed to be mounted semi-permanently in a single place, such as on a wall or on a flat surface—in favor of small, portable screens that can be viewed in virtually any position, and in virtually any orientation.

Such mobile devices place new demands on video content. One such demand relates to the aspect ratio (e.g., the ratio of a display width to a display height) of the video content. Under desired viewing conditions, a native aspect ratio of a video asset (e.g., a source file containing video content) matches the aspect ratio of the display on which the video asset is presented. For example, when viewing a video asset on a display having a 16:9 aspect ratio, it is desirable that the video asset itself have a 16:9 aspect ratio. If the video asset has an aspect ratio that differs from the aspect ratio of the display, one of two conventional solutions can be used to format the video asset for the display: either the video asset can be cropped to fit the display (e.g., via “pan and scan” techniques); or the video asset can be “letterboxed” by adding dummy content (e.g., black bars) to fill the regions of the display unoccupied by the video asset. Neither solution is desirable: cropping the video asset results in the cropped content being unviewable on the display (which can affect the viewer's understanding or appreciation of the video asset); and letterboxing the video asset results in regions of the display being effectively unused (which can impair visibility, especially on mobile devices with limited display space).

A preferred solution is to anticipate the aspect ratio of the display on which video content will be viewed, and to provide to the display a video asset that matches that aspect ratio. But this approach is frustrated by mobile device displays that change aspect ratios as the user changes the orientation of the device. For instance, a display may be in a “portrait” mode (e.g., in which the aspect ratio is less than unity) when a device is held upright, but may shift to a “landscape” mode (e.g., in which the aspect ratio is greater than unity) when the device is rotated 90 degrees to the left or the right. A solution is needed for seamlessly switching between aspect ratios of video content without resorting to cropping or letterboxing techniques.

Further, users of mobile devices demand that video content be data-efficient: that is, that the video content respect

2

the limited data storage capacity of many mobile devices, and the cost and overhead of downloading large files on consumer data plans; and that it accommodate the high latency, low bandwidth network conditions in which mobile devices may operate. The present disclosure describes such one or more solutions, which improve on conventional approaches by providing a data-efficient mechanism for quickly and seamlessly changing an aspect ratio of video content on a mobile device display.

BRIEF SUMMARY

Examples of the disclosure describe systems and methods of presenting media content. According to examples of the disclosure, a plurality of assets is received at a mobile device comprising a display and an orientation sensor. The plurality of assets comprises a first video asset associated with a first aspect ratio, and a second video asset associated with a second aspect ratio, different from the first aspect ratio. A desired aspect ratio is determined based on an output of the orientation sensor. In accordance with a determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, the first video asset is selected. In accordance with a determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, the second video asset is selected. The selected video is presented at the desired aspect ratio via the display.

BRIEF DESCRIPTION OF THE DRAWINGS

FIGS. 1A-1D illustrate an example smartphone, an example tablet, an example wearable device, and an example head-mounted device that can each include a display according to examples of the disclosure.

FIG. 2 illustrates a display having an aspect ratio according to examples of the disclosure.

FIG. 3A illustrates an example of presenting video content in a portrait aspect ratio, according to examples of the disclosure.

FIG. 3B illustrates an example of presenting video content in a landscape aspect ratio, according to examples of the disclosure.

FIGS. 4A-4B illustrate examples of determining an orientation of a display according to examples of the disclosure.

FIG. 5 illustrates an example process for encoding and presenting assets to a user via a display, according to examples of the disclosure.

FIGS. 6A-6C illustrate examples of data streams comprising video and/or audio according to examples of the disclosure.

FIGS. 7A-7F illustrate examples of encoding assets comprising video according to examples of the disclosure.

FIG. 8 depicts an example computer system for implementing various examples of the disclosure.

DETAILED DESCRIPTION

In the following description of examples, reference is made to the accompanying drawings which form a part hereof, and in which it is shown by way of illustration specific examples that can be practiced. It is to be understood that other examples can be used and structural changes can be made without departing from the scope of the disclosed examples.

FIGS. 1A-1D illustrate examples of mobile devices including displays that can be used to present video content

(which may comprise one or more video assets, as well as, in some examples, corresponding audio assets, or other assets such as assets describing haptic effects). As used herein, video can include still images, motion video (e.g., sequences of image frames), GIF files, or any other suitable visual media content. FIG. 1A illustrates an example smartphone 110 with a display 112. FIG. 1B illustrates an example tablet device 120 with a display 122. FIG. 1C illustrates an example wearable device 130 (such as a smart watch) with a display 132. FIG. 1D illustrates an example wearable head-mounted device 140 with a display 142 configured to be positioned in front of a user's eyes. In some examples, such a display can comprise a transmissive display, such as for augmented reality or mixed reality applications. In some examples, the head-mounted device can include a non-transmissive display, such as for virtual reality applications or conventional computing applications. Each of these example devices can include a respective one or more processors; one or more speakers; one or more actuators; one or more sensors, such as orientation sensors (e.g., accelerometers, gyroscopes, inertial measurement units (IMUs)), position sensors (e.g., GPS), cameras, microphones, or other suitable sensors); storage capabilities (e.g., internal volatile or non-volatile memory, or interfaces to external storage such as optical storage, solid-state storage, or magnetic storage); input or output devices; and networking capabilities, such as to send and receive data (including video data) via a network. The example devices shown in FIGS. 1A-1D can be used to implement embodiments of the disclosure.

Displays, such as those that can be included in the example devices described above with respect to FIGS. 1A-1D, can be characterized by an aspect ratio—conventionally, the ratio of the width of the display to the height of the display, although other conventions (e.g., the ratio of the height to the width, or an angle of a diagonal) can be used. FIG. 2 is illustrative. In FIG. 2, an example display 200 has a width w_1 and a height h_1 ; the aspect ratio can be expressed as the inverse of the slope of the diagonal line 202 (i.e., the width w_1 divided by the height h_1). Equivalently, the aspect ratio can be expressed in terms of the angle Θ_1 (e.g., the tangent of Θ_1). If the aspect ratio is less than unity (e.g., the inverse slope of 202 is less than 1, and Θ_1 is less than 45 degrees), the display can be described as having a “portrait” orientation. Conversely, if the aspect ratio is greater than unity (e.g., the inverse slope of 202 is greater than 1, and Θ_1 is greater than 45 degrees), the display can be described as having a “landscape” orientation. As described herein, a width and height of a display can refer to horizontal and vertical dimensions, respectively, of the display with respect to a viewer (which may differ from a width and height of the device itself, if the device is rotated with respect to the viewer).

FIGS. 3A-3B illustrate examples of video content being presented on a display of a mobile device. In FIG. 3A, device 300 is oriented with its display in a portrait orientation, and is presenting video content 310A via its display. In FIG. 3B, device 300 is rotated such that its display is in a landscape orientation, and is presenting video content 310B via its display. Device 300 can be freely rotated between the portrait orientation and the landscape orientation, and the corresponding video content (310A or 310B, respectively) will be presented accordingly. Video content can be presented by a media player application executing on device 300.

In FIGS. 3A-3B, device 300 is shown presenting video content 310A/310B that includes a television news-style

program comprising various visual elements: a host 322A/322B, which may be video footage of the host; and visual elements 320A/320B, 324A/324B, and 326A/326B, all overlaid on background 328A/328B. In addition, video content 310A/310B may be presented concurrently with a corresponding audio track (e.g., presented via speakers of device 300), or with some other type of output (e.g., haptic output). (In some cases, such audio tracks or other content may be presented without any corresponding video.) Video content 310A includes one or more video assets associated with a portrait aspect ratio to match a portrait aspect ratio of the display of device 300 in FIG. 3A. In some examples, video content 310A can comprise a single video asset that includes elements 320A, 322A, 324A, 326A, and 328A, and is formatted to a native portrait aspect ratio. In some examples, video content 310A can comprise two or more video assets. For instance, a first video asset of video content 310A could include a composite of host 322A and background 328A, with the first video asset formatted to native portrait aspect ratio; a second video asset of video content 310A could include element 320A; a third video asset of video content 310A could include element 324A; and a fourth video asset of video content 310A could include element 326A. The second, third, and fourth video assets could be considered layers, and the layers could be combined (e.g., procedurally) with the first video asset (e.g., the background and host) to generate a composite video featuring the layers arranged on top of the first video asset, with the composite video having a native portrait aspect ratio. Similarly, video content 310B includes one or more video assets associated with a landscape aspect ratio to match a landscape aspect ratio of the display of device 300 in FIG. 3B. Video content 310B can in some examples comprise a single video asset including elements 320B, 322B, 324B, 326B, and 328B, and formatted to a native landscape aspect ratio; and can in some examples include two or more video assets, such as described above with respect to video content 310A, with the video assets used to generate a composite video having a native landscape aspect ratio. Device 300 can select whether to display video content 310A (and its corresponding assets) or video content 310B (and its corresponding assets), based on an orientation of device 300, such as described below. However, video content (and corresponding video assets) that are unselected may remain resident in the memory of device 300, such that switching between video content 310A and video content 310B can occur quickly and seamlessly. Further, transition effects (e.g., dissolves, fades, screen wipes) or animations can be used when switching between video content 310A and video content 310B to further ease the transition between the two.

FIGS. 4A and 4B illustrate examples of determining an orientation of a mobile device 400, in order to select which video assets of a plurality of video assets should be presented on the display of the device. For instance, the determined orientation could correspond to a portrait orientation, in which case a portrait mode video asset (e.g., for video content 310A in FIG. 3A) could be selected; or the determined orientation could correspond to a landscape orientation, in which case a landscape mode video asset (e.g., for video content 310B in FIG. 3B) could be selected. Orientation of a device can be determined by detecting an output of one or more orientation sensors of the device, such as an IMU, an accelerometer, and/or a gyroscope. In some examples, such as shown in FIG. 4A, the orientation can be determined by measuring, from an orientation sensor, an angle of the display with respect to a horizontal plane in an inertial frame. For instance, in the figure, an orientation

5

sensor can indicate that an edge of the display of device **400** lies at an angle α (**412**) with respect to horizon **410**. In some cases, angle α can be compared to the diagonal of the display; for instance, if angle α exceeds an angle between the diagonal and an edge of the display, the device can be considered to be in landscape mode; and conversely, if angle α is less than the angle between the diagonal and the edge, the device can be considered to be in portrait mode. According to another method, angle α can be compared to one or more threshold values, and the device can be considered to be in landscape mode if the angle exceeds the threshold, and in portrait mode if it does not. Example threshold values can include 30 degrees, 45 degrees, 60 degrees, or any other suitable threshold. Moreover, hysteresis effects can be implemented via asymmetric threshold values (e.g., a threshold value of 30 degrees for transitioning from portrait mode to landscape mode, and a threshold value of 60 degrees for transitioning from landscape mode to portrait mode). In some examples, threshold values can be specified by a user of the device, or by an author of video content to be presented on the device. Other suitable methods of determining an orientation of the device will be apparent.

In some examples, such as shown in FIG. 4B, the orientation of the display can be determined with respect to an orientation of a user. For instance, in FIG. 4B, user **450** views device **400** while his or her head is oriented vertically along a vector **460** (i.e., vector **460** points upwards in the user's field of view). Vector **460** can be determined using one or more sensors of device **400**, such as cameras used to track the eyes of user **450**. An orientation of device **400** can be determined by comparing an inertial orientation **414** of the device (which can be determined using orientation sensors, such as described above) to vector **460**. For example, an angle between vector **460** and an edge of the device **400** can be detected, and used to determine a portrait orientation or a landscape orientation using the methods described above. An advantage of this approach is that if the eyes of user **450** are positioned at an angle with respect to an inertial frame—for example, if user **450** is reclined, or lying on his or her side—the determined orientation of device **400** can take that into account. This can be desirable where, for instance, a user wishes to watch video content in portrait mode while fully reclined, even though the device may be oriented in a landscape mode with respect to an inertial frame (as might be detected by an orientation sensor such as an accelerometer).

FIG. 5 illustrates an example process **500** for presenting video content to a user according to embodiments of the invention. In the figure, **502** represents a first video asset (e.g., video asset “L,” as in landscape), and **512** represents a second video asset (e.g., video asset “P,” as in portrait). The first video asset can be associated with a first orientation (e.g., a landscape orientation), and the second video asset can be associated with a second orientation (e.g., a portrait orientation). The first and second video assets may include the same general content; for example, the first and second video assets may be different versions of a single episode of a scripted television show. While example process **500** depicts two video assets, it will be understood that the example can be extended to any suitable number of video assets.

The first and second video assets **502** and **512** can be provided by a creative entity with creative control over the video assets. The creative entity can author (e.g., produce and edit) the first video asset **502** such that it is creatively suited for presentation in the first orientation (e.g., landscape orientation); for example, the creative entity can select

6

camera shots, control scene placement, and position graphical elements such that the video content is understandable and engaging in a landscape orientation. The creative entity can similarly author the second video asset **512** such that it is creatively suited for presentation in the second orientation (e.g., portrait orientation). Viewability differences between the first orientation and the second orientation may result in significantly different creative demands of the first video asset **502** and the second video asset **512**. For example, a full-body camera shot of a standing actor may be well suited for a portrait orientation, because the proportions of an actor standing upright may resemble the proportions of a portrait display. But the same full-body shot may be inappropriate for a landscape display, whose proportions vary significantly from those of the actor. Conversely, a wide-angle camera shot of a basketball court may present well on a landscape display, but may be entirely unsuited for a portrait display. Such differences may be especially pronounced on mobile devices, which may have small screens that make it difficult for a viewer to resolve small visual details (such as facial features). Accordingly, the creative entity may elect to produce a first video asset **502** that differs (even significantly) from the second video asset **512**, even though the two video assets may relate to the same general content. For example, the first and second video assets may comprise entire separate camera shots and sequences, transitions, focal points, post-processing effects, overlays, or other video elements, as appropriate. Providing separate first and second video assets, where those assets may differ creatively, offers an advantage over processes in which a single video asset is manipulated (e.g., via cropping or letterboxing) for presentation at multiple different aspect ratios. The creative entity can make human authorship decisions based on what the entity decides would look best when presented at a particular aspect ratio.

With respect to FIG. 5, **504** represents a first audio asset corresponding to the first video asset **502**, and **514** represents a second audio asset corresponding to the second video asset **512**. Audio asset **504** is thus associated with the first aspect ratio, and audio asset **514** is associated with the second aspect ratio. Audio assets **504** and **514** may represent audio tracks to be presented concurrently with their respective video asset. As above, while example process **500** depicts two audio assets, it will be understood that the example can be extended to any suitable number of audio assets (which may, but need not, equal the number of video assets).

In some examples, audio assets **504** and **514** may be identical assets, such as where identical audio tracks are to be presented regardless of whether a device is in a portrait orientation or a landscape orientation. In other examples, audio assets **504** and **514** may have different audio characteristics, such as a where it is desirable to present different audio tracks based on whether the device is in a portrait orientation or a landscape orientation. For instance, during a scene of a video, first video asset **502** (e.g., in landscape orientation) may feature a distant camera shot on an actor's face, while a corresponding scene in second video asset **512** (e.g., in portrait orientation) may feature a close-up camera shot on the same actor's face. It may be desirable for the actor's dialogue to be louder in the second audio asset **514** than in the first audio asset **504**, to correspond with the close-up shot in portrait orientation; and for consistency with the user's expectation that sounds originating closer to the camera will be relatively louder in an audio mix than those originating farther from the camera. As with the first and second video assets described above, a creative entity can exercise creative control over the first audio asset and

the second audio asset, such that the audio assets reflect human judgment of what will sound best to the listener.

With respect to FIG. 5, stage 530 represents an encoder, which comprises or executes one or more encoding processes that can encode the data of one or more assets, such that the encoded data can be presented to a device or a process (e.g., a software application) that can decode the encoded data and present it to a user. Encoder 530 can be implemented using one or more processors, which in some cases may be located on a server remote to the presentation device, or which may be implemented across a distributed computing system. In some cases, encoder 530 can perform encoding processes on an entire asset in advance of that asset's presentation to the user; in some cases, encoder 530 can perform encoding processes in real-time, while the asset is being presented to the user (as in live television). In such examples, an asset may be divided into individual units (e.g., groups of frames or samples), with encoding performed separately on each unit. The disclosure is not limited to any particular system or method for implementing encoder 530.

Encoder 530 can accept as input any suitable number of type of assets. In the example process 500 shown in FIG. 5, encoder 530 accepts as input the first video asset 502, the second video asset 512, the first audio asset 504, and the second audio asset 514, such as described above. Additionally, in some examples, encoder 530 can accept as input one or more layer assets 520, which may describe assets to be composited with other assets. For example, with respect to video content 310B in FIG. 3A described above, a first video asset 502 could include host 322B and background 328B; and layer assets 520 could include overlay elements 320B (e.g., a graphic overlay); 324B (e.g., a brand logo); and 326B (e.g., a clock). The layer assets and the first video asset could be provided as input to the encoding process 530, with the layer assets to be presented as a composite with the first video asset. In some examples, the composition could occur as part of an encoding process of the encoder 530; in some examples, layer assets 520 can be procedurally composited on a video asset by a media player application (e.g., application 560 described below). Layer assets 520 can, but need not, be associated with a particular aspect ratio.

Encoder 530 can encode its input assets according to one or more suitable processes, which may be selected depending on criteria such as network conditions (e.g., latency, available bandwidth), content type, user preferences, or display type (including display aspect ratios), such as described below. Depending on which encoding processes are used, encoder 530 can output one or more streams 540 of encoded data. For example, data streams 540 can include a first encoded data stream 542, a second encoded data stream 544, and a third encoded data stream 546 (and potentially other data streams). A data stream may correspond to any suitable combination of video data, audio data, or data associated with any other suitable type of asset (e.g., haptic data). Further, the disclosure is not limited to any particular correlation of data streams to assets (such as assets 502, 504, 512, 514, and 520 described above); a data stream can include data for any suitable number or type of assets.

Data streams 540 can be delivered to device 550, which may correspond to the example devices in FIGS. 1A-1D. In some cases, data streams 540 can be downloaded by device 550 via a computer network, such as a content delivery network (e.g., via a streaming download, or by downloading individual files). In some cases, data streams 540 can be stored on storage media (e.g., optical storage such as a DVD-ROM, solid-state storage such as a USB memory stick, or magnetic storage such as a hard drive), and read by

device 550 via an interface to the storage media. A media player application 560 (e.g., a software application executing on one or more processors of device 550) can accept the encoded data streams 540 as input, and process that data (e.g., by decompressing it and setting rendering parameters) to present the underlying assets (e.g., video assets 502 and 512 and audio assets 504 and 514) to a user. For example, media player application 560 can present the video assets to the user via a display 572 of device 550; and can concurrently present audio assets to the user via speaker 574 of device 550. In some examples, media player application 560 (alone or in conjunction with one or more additional applications) can present other asset types, such as haptic assets, via device 550 (e.g., via a motor or actuator 576 of device 550). In some examples, process 500 can incorporate various interactive behaviors; for example, media player application 560 can accept user input (e.g., via an input device of device 550) relating to process 500 and respond accordingly.

In presenting the assets, media player application 560 can select between two or more presentations of video content, such as described above with respect to FIGS. 3A and 3B and video content 310A/310B. Media player application 560 can select one or more of a plurality of assets to be presented, decode the encoded data, and present the decoded data corresponding to the selected assets. In some cases, media player application 560 can identify an orientation of device 550, such as described above with respect to FIGS. 4A-4B; identify a desired aspect ratio based on that orientation; and select a video asset associated with an aspect ratio closest to that desired aspect ratio. For example, if encoded data streams 540 encode two video assets each having a different aspect ratio, media player application 560 can identify which of the two video assets has the aspect ratio closest to the desired aspect ratio, and select that video asset for presentation to the user. In selecting a video asset for presentation, media player application 560 can decode the video data of data streams 540, identify the decoded video data that corresponds to the selected video asset, and present that decoded video data while disregarding data that corresponds to the unselected video asset. Media player application 560 can similarly identify a corresponding audio asset, or other type of asset, and concurrently present that asset along with the presentation of the selected video asset. This process can be extended to any suitable number and type of assets. The process can be performed multiple times by media player application 560 during playback, for example on a frame-by-frame basis, as the user may continue to reorient device 550. This process—wherein media player application 560 selects one or more desired assets from a plurality of assets resident in memory—can carry a speed advantage over other solutions, such as selectively delivering assets to device 550; selecting a different asset for presentation need not require re-encoding an asset, or fetching the asset from a remote location, which can introduce unwanted delay and overhead. Instead, the newly selected asset is preloaded in memory and ready for immediate presentation.

FIGS. 6A-6C illustrate examples of data streams 540. In the example shown in FIG. 6A, data streams 540 can comprise three separate streams: a first stream 602 comprising a first video asset (e.g., a video asset in a portrait orientation); a second stream 604 comprising a second video asset (e.g., a video asset in a landscape orientation); and a third stream 606 comprising an audio asset (which can be associated with both the first video asset and the second video asset). In the example shown in FIG. 6B, data streams 540 can comprise two separate streams: a first stream 612

comprising a first video asset (e.g., a video asset in a portrait orientation) and a corresponding first audio asset (e.g., an audio asset for playback on a device in a portrait orientation); and a second stream **614** comprising a second video asset (e.g., a video asset in a landscape orientation) and a corresponding second audio asset (e.g., an audio asset for playback on a device in a landscape orientation). In the example shown in FIG. **6C**, data streams **540** comprise just a single stream **622**, where stream **622** comprises a first video asset (e.g., a video asset in a portrait orientation), a second video asset (e.g., a video asset in a landscape orientation), and an audio asset (which can be associated with both the first video asset and the second video asset). In each of the examples in FIG. **6A-6C**, data streams **540** can be delivered to device **550**, which can decode the underlying data and present it to a user as video content (e.g., video content **310A/310B** described above with respect to FIGS. **3A-3B**). Data streams **540** can include one or more manifest files that can include metadata relating to the contents of the data stream, and that can include various instructions or parameters for decoding and presenting those contents.

In the example shown in FIG. **6C**, multiple assets are encoded (e.g., by encoder **530**) in a single data stream. This encoding can comprise interlacing the multiple assets; concatenating the multiple assets; and/or employing any other suitable technique. In some examples, encoding multiple video assets may comprise composing a video from respective time-matched frames of two or more input video assets. For example, a first frame of the composed video can comprise video data from a first frame of a first video asset alongside video data from a first frame of a second video asset. Corresponding input frames can be scaled and positioned in the composed video, such as described further below; the composed video can be encoded (e.g., on a frame-by-frame basis) by an encoder, and the encoded data delivered to device **550** as described above. Other suitable implementations are contemplated, and specific implementations of encoding multiple assets in a single data stream can vary depending on a codec used.

Data efficiencies can be realized by encoding multiple assets in a single data stream, such as data stream **622** shown in FIG. **6C**. For example, compared to delivering data in multiple streams, single stream delivery can incur less network overhead. In addition, certain video codecs (e.g., H.264) can take advantage of data redundancies, such as regions of similar or identical video content in a data stream (e.g., in composed videos such as described above), to reduce file size. Accordingly, combining data for multiple video assets in a single data stream can improve the likelihood of such redundancies being present in the data stream—particularly where, for example, two video assets present substantially similar versions of common video content—and result in greater compression ratios and overall reduced data size. Depending on the nature of the assets, the nature of device **550**, user preferences, or other factors, certain encoding schemes may result in lower overall data usage or may otherwise be preferable to certain other encoding schemes. Further, in some examples, multiple encoding schemes may be used, for example to produce multiple data streams from which only a subset are delivered to device **550**.

FIGS. **7A-7F** illustrate various example encodings that can be used by encoder **530** to generate a data stream, such as data stream **622** described above, that includes both a first video asset and a second video asset. As described above, media player application **560** can decode the data stream, select the desired video asset from the decoded data stream,

and render that video asset to a display while disregarding the unselected video asset. While not shown in FIGS. **7A-7F**, audio assets or other assets may be encoded with the first and second video assets in the data streams shown in the figures. The examples shown in FIGS. **7A-7F** can include composed videos, such as described above, where the composed videos comprise time-matched frames from two or more video assets; the frames are scaled and positioned in the composed video, which is encoded by encoder **530**.

In the example data stream shown in FIG. **7A**, a composed video **710** comprises a first video asset **712** and a second video asset **714**, where the height h_1 of the first video asset **712** (e.g., portrait orientation) equals the width w_2 of the second video asset (e.g., landscape orientation). For example, the first and second video assets may have inverse aspect ratios, such as 16:9 and 9:16. In this example, encoder **530** can generate data stream **622** by encoding a version of the second video asset **714** that is rotated 90 degrees with respect to the first video asset **712**, such that the rotated asset **714** can be positioned horizontally adjacent to asset **712** as shown in the figure.

In the example data stream shown in FIG. **7B**, a composed video **720** comprises a first video asset **722** and a second video asset **724**, where the width w_1 of the first video asset **722** (e.g., portrait orientation) equals the width w_2 of the second video asset **724** (e.g., landscape orientation). The second video asset **724** may be scaled down from an original size, such that its width w_2 equals w_1 ; the overall data size of the data stream may be reduced in this configuration. In this example, encoder **530** can generate data stream **622** by positioning the first video asset **722** vertically adjacent to the second video asset **724** as shown in the figure and encoding the composed video.

In the example data stream shown in FIG. **7C**, a composed video **730** comprises a first video asset **732** and a second video asset **734**, where the height h_1 of the first video asset **732** (e.g., portrait orientation) equals the height h_2 of the second video asset **734** (e.g., landscape orientation). The first video asset **732** may be scaled down from an original size, such that its width h_1 equals h_2 ; the overall data size of the data stream may be reduced in this configuration. In this example, encoder **530** can generate data stream **622** by positioning the first video asset **732** horizontally adjacent to the second video asset **734** as shown in the figure and encoding the composed video.

In the example data stream **740** shown in FIG. **7D**, frames of a first video asset (e.g., frames **741**, **743**, **745** in portrait orientation) are interlaced with frames of a second video asset (e.g., frames **742**, **744**, **746** in landscape orientation), such that media player application **560** can present either the first video asset or the second video asset by de-interlacing the frames and presenting those frames corresponding to the desired video asset. In the example shown, frames of the second video asset can be rotated 90 degrees with respect to frames of the first video asset, for spatial consistency with frames of the first video asset.

In the example data stream shown in FIG. **7E**, a composed video **750** comprises a first video asset **752** and a second video asset (e.g., **754**, **756**, **758**). The first video asset **752** (e.g., portrait orientation) can be encoded at a full size, while the second video asset can be scaled to various reduced sizes. For example, video assets **756** and **758** illustrate video assets of increasingly reduced size with respect to **754**. This may be desirable if device **550** is not expected to operate in an orientation (e.g., landscape orientation) that corresponds to the second video asset; the data size of the data stream can be reduced accordingly, while still making reduced-size

versions of the second video asset available to media player application **560** in the unexpected event that the device rotates such that the second video asset should be played. In some examples, such an event could be followed by providing the second video asset to device **550** at a full size (e.g., as shown in FIG. 7A). Similarly, FIG. 7F shows an example data stream featuring a composed video **760**, in which the first video asset **762** is a full-size video asset in a landscape orientation, and reduced-size video assets **764**, **766**, and **768** are in a portrait orientation.

Certain encoding schemes, such as described above, may be more desirable than others depending on variables such as network conditions; user habits; or the type of content to be presented. In some examples, machine learning techniques (e.g., neural network techniques) or probabilistic models can be used to identify and predict which encoding scheme is preferable in a particular circumstance.

While the above examples are described with respect to video assets, it will be understood that aspects of the disclosure can be applied to audio-only assets (e.g., music, podcasts) that may not have a video component. Further, the disclosure can be applied to assets comprising still images, GIF files, or other suitable types of media.

The examples described above may operate on one or more computers (e.g., one or more servers), including non-transitory computer readable recording media on a computer. This readable media contains the program instructions for accomplishing various steps described above. In the context of this disclosure, a computer-readable recording medium can be any medium that can contain or store programming for use by or in connection with an instruction execution system, apparatus, or device. Such computer readable media may be stored on a memory, where a memory is any device capable of storing a computer readable medium and capable of being accessed by a computer. A memory may include additional features. As used herein, a computer can comprise a conventional computer or one or more mobile devices. A computer may include a processor. A processor can be any device suitable to access a memory and execute a program stored thereon.

Communications may be transmitted between nodes over a communications network, such as the Internet. Other communications technology may include, but is not limited to, any combination of wired or wireless digital or analog communications channels, such as instant messaging (IM), short message service (SMS), multimedia messaging service (MMS) or a phone system (e.g., cellular, landline, or IP-based). These communications technologies can include Wi-Fi, Bluetooth, or other wireless radio technologies.

Examples of the disclosure may be implemented in any suitable form, including hardware, software, firmware, or any combination of these. Examples of the disclosure may optionally be implemented partly as computer software running on one or more data processors and/or digital signal processors. The elements and components of an example of the disclosure may be physically, functionally, and logically implemented in any suitable way. Indeed, the functionality may be implemented in a single unit, in multiple units, or as part of other functional units. As such, examples of the disclosure may be implemented in a single unit or may be physically and functionally distributed between different units and processors.

FIG. 8 illustrates an example computer **800** (which may comprise a mobile device) capable of implementing the disclosed examples. Example computer **800** includes a memory **802**, a processor **804**, an input interface **806**, an output interface **808**, and a communications interface **810**.

Memory **802** may include volatile and non-volatile storage. For example, memory storage may include read only memory (ROM) in a hard disk device (HDD), random access memory (RAM), flash memory, and the like. The Operating System (OS) and application programs may be stored in ROM.

Specific software modules that implement embodiments of the described systems and methods may be incorporated in application programs on a server. The software may execute under control of an OS.

Processor **804** may include any device suitable to access a memory and execute a program stored thereon.

Input interface **806** may include a keyboard or mouse, for example. Output interface **808** may include a conventional color monitor and printer, such as a conventional laser printer. Output interface **808** may provide requisite circuitry to electrically connect and interface the display and printer to the computer system.

Communications interface **810** may allow the network and nodes to connect directly, or over another network, to other nodes or networks. The network can include, for example, a local area network (LAN), a wide area network (WAN), or the Internet. In some examples, the network, modules, and nodes can be connected to another client, server, or device via a wireless interface.

In some examples, the input interface, processor, memory, communications interface, output interface, or combinations thereof, are interconnected by a bus.

The disclosed examples could be embodied as a JAVA tool, which means it can run on any platform that is JAVA enabled. Examples can run on a web server that provides a website for administrators to monitor the system results remotely. Anyone with administrative access to the web server can connect to and use visualization tools to take actions within a visualization. The examples can run on any type of server, including virtual servers or an actual machine. While JAVA is provided as an example, any suitable programming language or technology can be used to implement the examples of the disclosure.

The disclosed examples may be embodied on a distributed processing system to break processing apart into smaller jobs that can be executed by different processors in parallel. The results of the parallel processing could then be combined once completed.

Although the present invention has been fully described in connection with examples thereof with reference to the accompanying drawings, it is to be noted that various changes and modifications will become apparent to those skilled in the art. Such changes and modifications are to be understood as being included within the scope of the claimed subject matter. The various examples of the invention should be understood that they have been presented by way of example only, and not by way of limitation. Although the invention is described above in terms of various examples and implementations, it should be understood that the various features and functionality described in one or more of the individual examples are not limited in their applicability to the particular example with which they are described. They instead can, be applied, alone or in some combination, to one or more of the other examples of the invention, whether or not such examples are described, and whether or not such features are presented as being a part of a described example. Thus the breadth and scope of the claimed subject matter should not be limited by any of the above-described examples.

Terms and phrases used in this document, and variations thereof, unless otherwise expressly stated, should be con-

strued as open ended as opposed to limiting. As examples of the foregoing, the term “including” should be read as meaning “including, without limitation” or the like; the term “example” is used to provide exemplary instances of the item in discussion, not an exhaustive or limiting list thereof; and adjectives such as “conventional,” “traditional,” “normal,” “standard,” “known,” and terms of similar meaning, should not be construed as limiting the item described to a given time period, or to an item available as of a given time. These terms should instead be read to encompass conventional, traditional, normal, or standard technologies that may be available, known now, or at any time in the future. Likewise, a group of items linked with the conjunction “and” should not be read as requiring that each and every one of those items be present in the grouping, but rather should be read as “and/or” unless expressly stated otherwise. Similarly, a group of items linked with the conjunction “or” should not be read as requiring mutual exclusivity among that group, but rather should also be read as “and/or” unless expressly stated otherwise. Furthermore, although items, elements or components of the invention may be described or claimed in the singular, the plural is contemplated to be within the scope thereof unless limitation to the singular is explicitly stated. For example, “at least one” may refer to a single or plural and is not limited to either. The presence of broadening words and phrases such as “one or more,” “at least,” “but not limited to,” or other like phrases in some instances shall not be read to mean that the narrower case is intended or required in instances where such broadening phrases may be absent. The word “exemplary” is used herein to mean “serving as an example or illustration.” Any aspect or design described herein as “exemplary” is not necessarily to be construed as preferred or advantageous over other aspects or designs.

It will be appreciated that, for clarity purposes, the above description has described examples of the invention with reference to different functional units and modules. However, it will be apparent that any suitable distribution of functionality between different functional units, processing logic elements or domains may be used without detracting from the invention. For example, functionality illustrated to be performed by separate processing logic elements, or controllers, may be performed by the same processing logic element, or controller. Hence, references to specific functional units are only to be seen as references to suitable means for providing the described functionality, rather than indicative of a strict logical or physical structure or organization.

It should be understood that the specific order or hierarchy of steps in the processes disclosed herein is an example of exemplary approaches. Based upon design preferences, it is understood that the specific order or hierarchy of steps in the processes may be rearranged while remaining within the scope of the claimed subject matter. Further, in some examples, some steps in the processes disclosed herein may be forgone altogether while remaining within the scope of the claimed subject matter.

What is claimed is:

1. A method comprising:

receiving, at a device comprising a display and an orientation sensor, a plurality of assets comprising:

a first video asset associated with a first aspect ratio; and

a second video asset associated with a second aspect ratio, different from the first aspect ratio;

determining, based on an output of the orientation sensor, a desired aspect ratio;

in accordance with a determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, selecting the first video asset;

in accordance with a determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, selecting the second video asset; and

presenting, via the display, the selected video asset at the desired aspect ratio,

wherein:

receiving the plurality of assets comprises receiving a first data stream comprising the first video asset and the second video asset, and

receiving the first data stream comprises receiving a first video frame comprising a frame of the first video asset and a frame of the second video asset, wherein:

a width of the frame of the first video asset has a first distance,

a height of the frame of the first video asset has a second distance equal to the first distance divided by the first aspect ratio,

a width of the frame of the second video asset has a third distance,

a height of the frame of the second video asset has a fourth distance equal to the third distance divided by the second aspect ratio, and

a perimeter of the first video frame is less than twice the sum of the first distance, the second distance, the third distance, and the fourth distance.

2. The method of claim 1, wherein:

the device further comprises a speaker;

the plurality of assets further comprises a first audio asset; the first video asset is associated with the first audio asset; the second video asset is associated with the first audio asset; and

the method further comprises presenting the first audio asset via the speaker, concurrently with presenting the selected video asset.

3. The method of claim 1, wherein:

the device further comprises a speaker;

the plurality of assets further comprises a first audio asset and a second audio asset, different from the first audio asset;

the first video asset is associated with the first audio asset; the second video asset is associated with the second audio asset; and

the method further comprises:

in accordance with the determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, selecting the first audio asset;

in accordance with the determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, selecting the second audio asset; and

presenting the selected audio asset via the speaker, concurrent with presenting the selected video asset.

4. The method of claim 1, wherein the first data stream comprises a plurality of frames of the first video asset interlaced with a plurality of frames of the second video asset.

5. The method of claim 1, wherein the first aspect ratio is associated with a portrait orientation, and the second aspect ratio is associated with a landscape orientation.

6. The method of claim 1, wherein the first distance equals the third distance.

15

7. The method of claim 1, wherein the second distance equals the third distance.

8. The method of claim 1, wherein the second distance equals the fourth distance.

9. The method of claim 1, wherein the first distance is greater than the third distance.

10. The method of claim 1, wherein the second distance is greater than the third distance.

11. The method of claim 1, wherein the second distance is greater than the fourth distance.

12. An electronic device comprising:

a display;

an orientation sensor; and

one or more processors configured to perform a method comprising:

receiving a plurality of assets comprising:

a first video asset associated with a first aspect ratio; and

a second video asset associated with a second aspect ratio, different from the first aspect ratio;

determining, based on an output of the orientation sensor, a desired aspect ratio;

in accordance with a determination that the desired aspect ratio is closer to the first aspect ratio than to

the second aspect ratio, selecting the first video asset;

in accordance with a determination that the desired aspect ratio is closer to the second aspect ratio than

to the first aspect ratio, selecting the second video asset; and

presenting, via the display, the selected video asset at the desired aspect ratio,

wherein:

receiving the plurality of assets comprises receiving a first data stream comprising the first video asset and the second video asset, and

receiving the first data stream comprises receiving a first video frame comprising a frame of the first video asset and a frame of the second video asset, wherein:

a width of the frame of the first video asset has a first distance,

a height of the frame of the first video asset has a second distance equal to the first distance divided by the first aspect ratio,

a width of the frame of the second video asset has a third distance,

a height of the frame of the second video asset has a fourth distance equal to the third distance divided by the second aspect ratio, and

a perimeter of the first video frame is less than twice the sum of the first distance, the second distance, the third distance, and the fourth distance.

13. The electronic device of claim 12, wherein:

the electronic device further comprises a speaker;

the plurality of assets further comprises a first audio asset; the first video asset is associated with the first audio asset; the second video asset is associated with the first audio asset; and

the method further comprises presenting the first audio asset via the speaker, concurrently with presenting the selected video asset.

14. The electronic device of claim 12, wherein:

the electronic device further comprises a speaker;

the plurality of assets further comprises a first audio asset and a second audio asset, different from the first audio asset;

16

the first video asset is associated with the first audio asset; the second video asset is associated with the second audio asset; and

the method further comprises:

in accordance with the determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, selecting the first audio asset;

in accordance with the determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, selecting the second audio asset; and

presenting the selected audio asset via the speaker, concurrent with presenting the selected video asset.

15. The electronic device of claim 12, wherein the first data stream comprises a plurality of frames of the first video asset interlaced with a plurality of frames of the second video asset.

16. The electronic device of claim 12, wherein the first aspect ratio is associated with a portrait orientation, and the second aspect ratio is associated with a landscape orientation.

17. The electronic device of claim 12, wherein the first distance equals the third distance.

18. The electronic device of claim 12, wherein the second distance equals the third distance.

19. The electronic device of claim 12, wherein the second distance equals the fourth distance.

20. The electronic device of claim 12, wherein the first distance is greater than the third distance.

21. The electronic device of claim 12, wherein the second distance is greater than the third distance.

22. The electronic device of claim 12, wherein the second distance is greater than the fourth distance.

23. A non-transitory computer readable medium comprising instructions that, when executed via one or more processors, cause the one or more processors to perform a method comprising:

receiving, at a device comprising a display and an orientation sensor, a plurality of assets comprising:

a first video asset associated with a first aspect ratio; and

a second video asset associated with a second aspect ratio, different from the first aspect ratio;

determining, based on an output of the orientation sensor, a desired aspect ratio;

in accordance with a determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, selecting the first video asset;

in accordance with a determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, selecting the second video asset; and

presenting, via the display, the selected video asset at the desired aspect ratio,

wherein:

receiving the plurality of assets comprises receiving a first data stream comprising the first video asset and the second video asset, and

receiving the first data stream comprises receiving a first video frame comprising a frame of the first video asset and a frame of the second video asset, wherein:

a width of the frame of the first video asset has a first distance,

a height of the frame of the first video asset has a second distance equal to the first distance divided by the first aspect ratio,

17

a width of the frame of the second video asset has a third distance,

a height of the frame of the second video asset has a fourth distance equal to the third distance divided by the second aspect ratio, and

a perimeter of the first video frame is less than twice the sum of the first distance, the second distance, the third distance, and the fourth distance.

24. The non-transitory computer readable medium of claim 23, wherein:

the device further comprises a speaker;

the plurality of assets further comprises a first audio asset;

the first video asset is associated with the first audio asset;

the second video asset is associated with the first audio asset; and

the method further comprises presenting the first audio asset via the speaker, concurrently with presenting the selected video asset.

25. The non-transitory computer readable medium of claim 23, wherein:

the device further comprises a speaker;

the plurality of assets further comprises a first audio asset

and a second audio asset, different from the first audio asset;

the first video asset is associated with the first audio asset;

the second video asset is associated with the second audio asset; and

the method further comprises:

in accordance with the determination that the desired aspect ratio is closer to the first aspect ratio than to the second aspect ratio, selecting the first audio asset;

18

in accordance with the determination that the desired aspect ratio is closer to the second aspect ratio than to the first aspect ratio, selecting the second audio asset; and

presenting the selected audio asset via the speaker, concurrent with presenting the selected video asset.

26. The non-transitory computer readable medium of claim 23, wherein the first data stream comprises a plurality of frames of the first video asset interlaced with a plurality of frames of the second video asset.

27. The non-transitory computer readable medium of claim 23, wherein the first aspect ratio is associated with a portrait orientation, and the second aspect ratio is associated with a landscape orientation.

28. The non-transitory computer readable medium of claim 23, wherein the first distance equals the third distance.

29. The non-transitory computer readable medium of claim 23, wherein the second distance equals the third distance.

30. The non-transitory computer readable medium of claim 23, wherein the second distance equals the fourth distance.

31. The non-transitory computer readable medium of claim 23, wherein the first distance is greater than the third distance.

32. The non-transitory computer readable medium of claim 23, wherein the second distance is greater than the third distance.

33. The non-transitory computer readable medium of claim 23, wherein the second distance is greater than the fourth distance.

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